



12 EXCLUSIVE PLAYSTATION DEMOS
 FINAL FANTASY VIII, QUAKE II, METAL GEAR SOLID: SPECIAL MISSIONS,
 DINO CRISIS, SOUL REAVER, 40 WINKS, CRASH TEAM RACING & MORE!



Official
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AUSTRALIA'S BEST SELLING VIDEOGAMES MAGAZINE

PlayStationTM

Magazine 28

NOVEMBER 1999 \$11.95

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 Meet the Creators

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 touch the machine!

EXCLUSIVE REVIEW & DEMO!

CRASH – NO TEST DUMMY

The bandicoot races onto
 the streets



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FINAL FANTASY. VIII

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Crime Division

5. Right little

6. Left thumb

Name: David J. Brownlow Height: 178cm Eyes: Bloodshot

Offence: Fridge raider. Couch potato. Suspected late night phone sex line addict

Distinguishing features: Constantly sweaty left ear

Crime Division

5. Right little

6. Left thumb

Name: Matthew Stryker Height: 177cm Eyes: Brown

Offence: Manic remote channel surfer. Unashamed Barry Manilow fan. Vicious phone bill shirker

Distinguishing features: Blister on right thumb

POLICE SERVICE

1. Right thumb

10. Left little

Name: Melissa In Height: 160cm Eyes: Distant

Offence: Convicted abuser of flatmates' CDs and magazines. Gross neglect of incoming phone calls

Distinguishing features: Constantly wearing headphones

POLICE SERVICE

1. Right thumb

10. Left little

Name: Tamara Ke Height: 160cm Eyes: Green

Offence: Bathroom hog. Compulsive perpetrator of lengthy international phone calls

Distinguishing features: Heavily perfumed. Fake french accent.

POLICE SERVICE

1. Right thumb

10. Left little

Name: Mark Tesoriero Height: 177cm

Offence: Drinks straight from the carton. Notorious murderer of telephone messages

Distinguishing features: Prominent milk moustache

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on the cd



Five of the biggest releases of the year - and all of them are playable! Your month begins (and ends) here.

FINAL FANTASY VIII Playable

Once you try it, you won't be able to stop yourself.

QUAKE II Playable

Fragging fantastic. At last it hits the PlayStation.

DINO CRISIS Playable

Jurassic Park meets *Resident Evil*. Be very afraid.

MGS: SPECIAL MISSIONS Playable

Refine your sneaking skills to absolute perfection.

LOK: SOUL REAVER Playable

Suck some soul juice in this all-new demo level.

40 WINKS Playable

Snuggle up, it's bedtime with Ruff and Tumble.

THIS IS SOCCER Playable

So what's all the fuss about this sport then?

TARZAN Playable

Disney's oldest swinger gets a new lease of life.

CRASH TEAM RACING Video

Better than *Speed Freaks*? You decide.

FINAL FANTASY VIII Video

More footage from the game everyone wants.

LEFTFIELD Video

Top dance tunes from the *Wipeout* music guys.



40 WINKS



CRASH TEAM RACING



SOUL REAVER



LEFTFIELD



THIS IS SOCCER



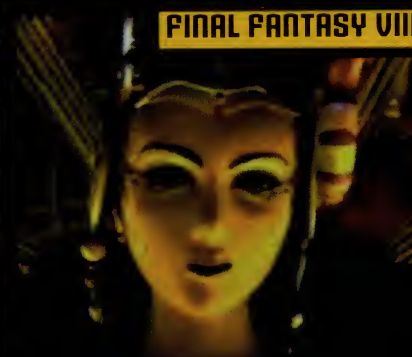
MGS: SPECIAL MISSIONS



DINO CRISIS



FINAL FANTASY VIII





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Cars.

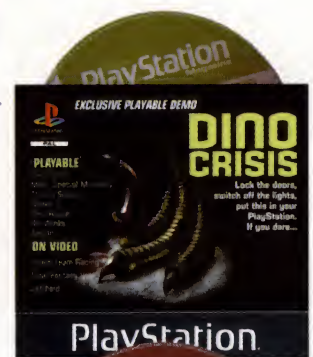
I've never really understood them properly. And I've been more than happy to keep it that way. As soon as somebody knows you can change a tyre, they're suddenly all over you like a boring cardigan, praising the virtues of the overhead-cam-sprocket-shaft-bulk-head-injected-half-mouldings and offering to show you their big end. No, I can put petrol in a car (as long as the fuel lock release isn't hidden somewhere ridiculous), I can wind down the windows – and normally get them up again – and I can change radio stations while driving on the motorway. But that's about as far as my knowledge of cars goes. Which is why I was surprised that I enjoyed playing *F1 '99*. Sports sims, puzzle games, adventures and the odd platformer is normally my lot. Generally racing games either give me motion sickness or turn into a car maintenance evening class. Much as I can see the virtue of *Gran Turismo*, I don't want to select the colour of my torque or whatever you do, I just want to drive. And after the disappointment of *F1 '98* I'd almost given up on the Formula One model. But a return to form has inspired me and the glamour of the motor racing world has got my spark plug smoking. With this new found 'drive' I'm eagerly awaiting *Gran Turismo 2* next month and have become a car bore.

Aside from this need for speed, big things have been happening on the mag. We've got two discs, one of them with the most-eagerly awaited sequel of 1999. We have an inside report on PlayStation2 from Sony Japan, plus all the usual news, reviews and regulars. And you can even win a \$2,500 mountain bike. Now what would a petrol head like me want with one of those?

Rob Pegley

Rob Pegley
Editor

PHOTOGRAPHY BY CATH MUSCAT



THE PSM TEAM



Jason 'Silent' Hill

Normally fairly quiet and reserved, Jason got very excited playing *F1 '99*. At one point playing the game he lapped every body. And we don't mean 'lapped' as in overtook – he actually licked their faces. That's how much he loved the game.



Judie Siu

Judie has taken some of the design elements of the magazine into the pit stop this month for an oil and tyre change. The result being that we're a racing certainty to stay as the best-selling videogames magazine in Australia.



Fiona Tomarchio

After her jaunt across Europe, Fiona was familiar with Monte Carlo, San Marino and Monza. Although it has to be said her knowledge was limited to bars and clubs in the town centre rather than the tracks themselves.



Naomi Gordon

Preferring a Lamington to a Lamborghini, Naomi isn't a great fan of cars. In fact when we mentioned 'obtaining pole position' she was convinced it was some sort of rude metaphor until we explained our innocence.



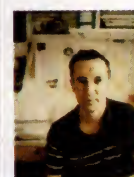
Stuart Clarke

Stuart was happy to have a couple of laps of *F1*, although the only race he was really interested in was from our photo studios to his place for a few more hours of *Final Fantasy VIII*. "Obsessed? Me? Cloud Clarke? Of course not."



Richie Young

Boy racer Richie had his car stolen and burnt out a few months ago and so was a little rusty when it came to driving again. After a few hours behind a V3 wheel in the office though, there was no chance of him crashing and burning this time.



Gary Richardson

He may be the new kid on the block, but Gary has a massive portfolio of photographs which have been published in Australian style mags. We sent him to do a portrait of Dylan Lewis and he seems to have found a winning formula.



Cath Muscat

Despite rumours she's a bit of a fast lady, regular *PSM* snapper Cath wasn't party to Formula One racing. Instead she was more than happy to stay behind the camera inflicting poses on the team in her usual sadistic manner.

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Planet PlayStation



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[PLANET PLAYSTATION]

IF IT'S ABOUT PLAYSTATION AND IT'S
HAPPENED THIS MONTH, THEN IT'LL BE
IN THE NEXT 22 PAGES...

JASON HILL REPORTS
FROM TOKYO

PlayStation2 Steals the Show



The PlayStation2 was the star of the recent Tokyo Game Show. At its first public unveiling, Sony wowed the packed crowds with demonstrations of titles like *Gran Turismo 2000* and *Tekken Tag Tournament*.

The three-day show, held at Tokyo's massive Makuhari Messe Exhibition Centre, had a record crowd of 163,866, all eager to get a glimpse of Sony's new wonderbox. The exhibition featured about 450 new games from 75 companies.

PlayStation2 dominated the massive Sony stand. A huge screen showed continuous footage of a dozen PlayStation2 titles, while countless PlayStation2 booths allowed gamers to get up close and personal with the new machine.

A surprisingly large number of the PlayStation2 games on display were playable. The titles on show included Square's exhilarating fighting adventure *The Bouncer*, incredible strategy simulation *Kessen*, dancing game *Unison*, the superb driving simulation *Gran Turismo 2000*, first-person shooter *Eternal Ring*, and Sony role-player *Dark Cloud*.

Other exhibitors at the show also had PlayStation2 titles on display, including Electronic Arts with third-person shoot 'em up *X-Fire*, Capcom with beat 'em up *Street Fighter Ex 3* and Konami with *Drum Mania*. Konami has developed an amazing peripheral for *Drum Mania*—a five-pad drum kit and pedal that users must whack with plastic drum sticks to the beat of the music and the on-screen prompts. Embarrassingly, *PSM* [Not mentioning any names, Jas... - Ed] showed a lack of coordination when trying the tricky game in front of impatient otaku (Japanese game fanatics).

At the Namco stand, most attention was on its PlayStation2 demos, which featured the extraordinary beat 'em up *Tekken Tag Tournament* and the next chapter in the *Ridge Racer* series. *Tekken Tag* will be a launch title and sell many PlayStation2 consoles for Sony in Japan, while the new *Ridge Racer* will be out late in 2000, hopefully in time for the PlayStation2's Australian launch in Spring 2000.

PSM's massive PlayStation2 feature starts on page 48.



PHOTOGRAPHY BY JASON HILL.



1. A record Tokyo Game Show crowd queued for hours to see PS2. Some even slept the night at the exhibition centre on Saturday so they would be first in line on Sunday.
2. With the huge crowds and bizarre costumes, it's really like no place on earth. 3. PS2 was clearly the star of the show. 4. *Kessen* is a true next-generation title, perfect for showing off the PS2. 5. Millions of Yen was spent on games merchandise. 6. Attendees flocked to Namco's massive stand to see *Tekken Tag* and the new *Ridge Racer*.



7



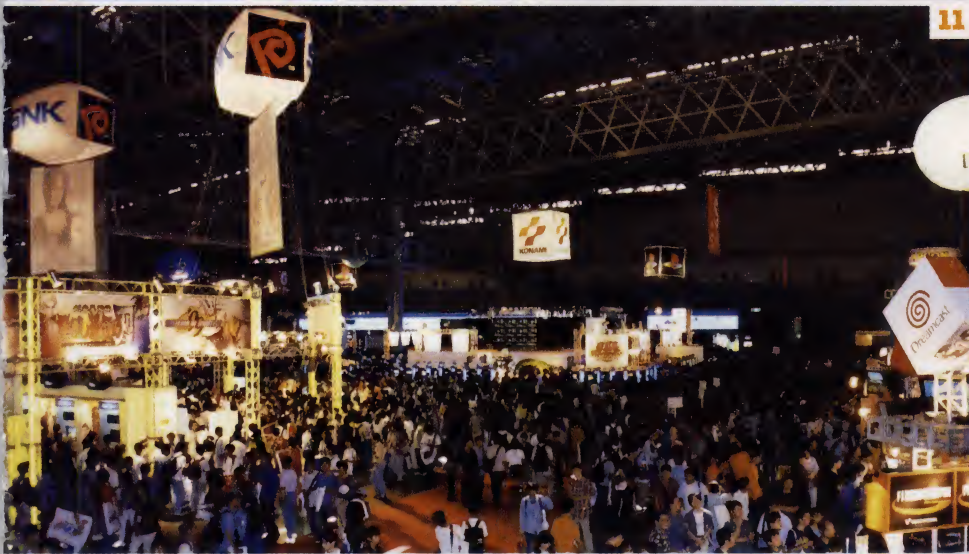
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7. PSM spotted Ken Kutaragi still proudly talking about his new baby.
8. The hilariously cheesy "Happy Birthday Pac-Man" stage show.
9. No Tokyo Game Show is complete without scantily-clad booth babes.
10. Vogue, Japanese-style. There were more cameras than a Nikon factory.
11. The crowds were extraordinary.
12. PSM loved the *Drum Mania* show, especially the Japanese dude's afro.
13. *Beat Mania* is still massive.
14. Capcom's new *Res Evil* shooter.
15. Getting jiggy wid *Dance Dance Revolution*.
16. Namco babes play *Rescue Shot*.

TITLE FIGHT

While all the excitement at the Tokyo Game Show surrounded the PlayStation2, the exhibition also once again highlighted the existing PlayStation is in excellent shape. The PlayStation dominated the three-day event, with Nintendo 64 consoles virtually unsighted and DreamCast's presence limited to Sega's stand.

Sony had dozens of machines for attendees to sample the delights of *Crash Team Racing* and *Gran Turismo 2*. PSM proudly won a CTR gold (paper) medal in a four-player race on the *Crash* stage.

Namco had a strong presence at the show, and had one of the most entertaining musical shows with their "Happy Birthday Pac-Man" dancing extravaganza. Show-goers were keen to play *Pac-Man World* and action role-player *Dragon Valor*, which is looking extremely promising.

The makers of *Time Crisis* and *Point Blank* are also developing a new shooting game called *Rescue Shot*. Instead of just mindlessly blasting away nasties, in *Rescue Shot* you must protect and guide the main character Bo by shooting at items in his way. You can also shoot him in the hip to make him jump over obstacles.

Another new game for G-Con owners was even more exciting. Capcom used the show to unveil a new *Resident Evil* shooting game called *Gun Survivor*. You use the gun's button to move, and the trigger to activate doors and pick up or use items. You can look around and walk or run just by moving the gun around. While the gun control initially seemed a little odd, the game certainly retains the *Resident Evil* atmosphere and feel. Multiple zombies attack at once, which is bound to get hearts pounding.

Resident Evil: Nemesis (*Biohazard 3: Last Escape* in Japan) was due to hit Japanese store shelves just a week after the Tokyo Game Show, and expectations among the Japanese crowd were incredibly high. PSM had to wait 45 minutes just to see a video and play the game for five minutes on the trade day Friday, and the line on Sunday was two hours! Fortunately, PSM can report that the game looks and plays brilliantly.

Konami had a raft of new music games to wow the Japanese crowds, and a hilarious show featuring a Japanese DJ with an afro. The popularity of interactive music games in Japan shows no signs of abating, which is good news for Australian players keen to sample the delights of titles like *Beat Mania*, *Pop 'N Music*, *Guitar Freaks* and *Dance Dance Revolution*.

Square had a strong line-up of role players, which may or may not see the light of day in Australia, including *Chrono Trigger*, *Vagrant Story* and *Dew Prism*. Also on show was *Parasite Eve 2*.





[PLANET PLAYSTATION]



freak show



The Tokyo Game Show is unlike any place on earth. So many game characters surround you, it's almost as if you've entered the confines of a videogame.

The first thing that hits you when you enter the expo is a wall of noise. Then it's the crowds. There's more pushing and shoving than a peak-hour Tokyo subway. Unlike the Electronic Entertainment Expo (E3) in the

US, the general public is allowed to attend. The crowds are absolutely massive, and the mad rush to sample the latest games before they are released is extraordinary. Japanese otaku (games fanatics) also spend hundreds of dollars and countless hours constructing elaborate costumes of their favourite game characters to wear to the show. Even if you

weren't interested in the games, sitting back and watching the crowd go by was worth the \$20 admission.

Otaku are also more than keen to get their photos taken, as these shots attest. There were more cameras at the show than in a Nikon factory, and if you were a cute girl and had a high hemline, you got photographed almost as much as the PlayStation2.

THE JOSHUA ARABADO PHOTOGRAPHY






The most popular characters to dress up as were from the *Final Fantasy* series, but *Resident Evil*, *Street Fighter* and *Tekken* were also hugely popular. *PSM* even spotted a Japanese Obi-Wan Kenobi, and one of the bizarre characters photographed bottom right is a famous Japanese rock star. A game that all the family can enjoy is "Spot the Cross-Dresser". Japanese men seem to have

no problem dressing like a schoolgirl. Hint for young players: there's at least four on these pages!

Half of one massive hall was devoted to selling otaku every piece of games merchandise imaginable. The big publishers like Capcom, Konami, Namco and Square had their own shops selling gear like clothes, posters, keyrings, statues, jewellery, lighters and badges.

It's heaven for any games fanatic, except that prices are diabolically high. Some examples: \$10 for a *Dino Crisis* badge, \$20 for a *Tekken 3* comic, \$35 for a *Pac-Man* beanie, \$40 for Chun-Li postage stamps, \$100 for a Squall figurine, and \$250 for a *Biohazard (Resident Evil)* jacket. Yet otaku queued for hours in front of the shops, desperate to part with their cash. Freaks... 





Last Chance Saloons

Petrol heads rejoice, for Codemasters is to include the legendary Bathurst track in *TOCA 3: Racing Bathurst*, one of the world's most gruelling circuits, is every car nut's dream but has previously never been seen on PlayStation.

The new game is called *TOCA World Touring Cars*. Often cited as one of the hardest driving games around, the original *TOCA* pushed the boundaries of the technological capabilities of the PlayStation. The sequel improved on the original, but the new game, probably the last on the current console, utilises the pinnacle of current technological possibilities.

"If this is to be the final *TOCA* game on the existing PlayStation system," Gary Raeburn, *TOCA*'s producer said, "it'll be the finest, most realistic, multi-car circuit racer the console has ever seen."

The game has been expanded to include famous racetracks from around the world, as well as an increased number of car models. *PSM* can exclusively report that tracks already confirmed include Hockenheim (Germany), Bathurst (Australia), Watkins Glen (America), Suzuka (Japan) and Monza (Italy). Expect more to be announced later, though we have been told it includes double the number of tracks that were included in the original games.

Improvements have also been made to the handling of the cars, which should ensure a driving experience even closer to the real thing. Or as close as you can get sitting on your sofa. There will be around 30 real touring cars from around the world, including models from Toyota, Nissan, Peugeot and Volvo. Expect a release sometime next year. We'll keep you up to speed.



Syphon Filter VS Metal Gear Solid



Fans of espionage adventures have been spoilt with these two excellent games, but which one gets the nod as the greatest?

Syphon Filter	Game name	Metal Gear Solid
\$69.95	Price	\$89.95
989 Studios	Developed by	Konami
Your job (as the brute Gabe Logan) is to hunt down international terrorists who are armed with lethal viral bombs, hell-bent on starting a biological warfare program.	The lowdown	You are Solid Snake, called back to special forces duty. You must infiltrate a heavily guarded Alaskan stronghold. Oh, and try to survive. Your country needs you...
Syphon Filter is a fine game with excellent mission objectives and a great range of heavy weaponry to play around with. Great fun, but it doesn't have the innovation and class of MGS.	Verdict	Metal Gear Solid has everything you could ask for. Only those who have played it can appreciate the complexities and brilliance of the final package.



Mount Panorama will eat you up.



Hurl your V8 down Conrod straight.

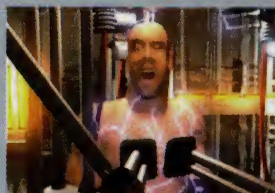


TOCA look at the body on her!

Create Mayhem | Another flashy new wrestling contender hits the ring with attitude

EA's first foray into the wrestling ring is nearly complete. *WCW Mayhem* should be out before Christmas with a bevy of well-known pro wrestlers, flashy graphics, fast action, and a host of moves. But it will certainly need to be good to belt *Attitude* out of the ring. One of *Mayhem*'s strongest features is the ability to fight out of the ring. There are 13 different backstage areas such as garages, locker rooms and bathrooms, plus a dozen items like chairs, traffic signs, gates, rubbish bins, baseball bats and even a kitchen sink to hurl at your opponents. Depth doesn't look to be a problem,

with a wide variety of playing modes and more than 50 WCW wrestlers. There's also a "create a custom wrestler" option that provides a series of unique physical characteristics, factions, outfits and names from which players can select. Combatants are detailed and feature more than 600 motion-captured animations that provide every WCW wrestler with a unique set of moves, including signature taunts and finishing moves. And instead of using a health meter, *Mayhem* has a "Momentum Meter" that measures how well you're doing in the match. It's a slammin' idea.



Create your own spandex superstar.



Toss opponents with gay abandon.



"Gimmie 50 push-ups or else!"

Baby You Can Drive My Car - Again!

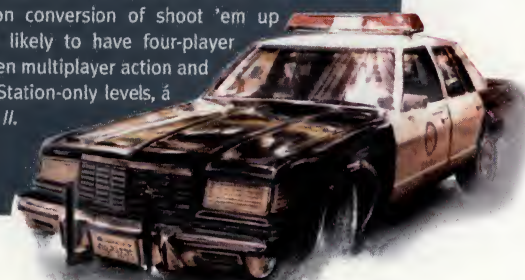
TAKE TO THE STREETS IN DRIVER 2


Exclusive news from the recent European Computer Trade Show - GT revealed that *Driver 2* is already being worked on for PlayStation.

The game will have four new cities to tear around, and Tanner will again be the main character. GT hinted that driving a Mustang could be an option!

Driver 3 is also in development, but for PlayStation2. With the extra power of Sony's new machine, *PSM* suspects *Driver* will be expanded so players can get out of the car and it will truly be *Grand Theft Auto* in 3D.

Meanwhile, GT also revealed at the show that the PlayStation conversion of shoot 'em up *Unreal* is likely to have four-player split-screen multiplayer action and new PlayStation-only levels, à la *Quake II*.





Sk8 or Die

Safety helmets required - you're about to be bombarded with more skateboarding action...

Thrasher: Skate & Destroy is almost ready to be unleashed and gamers are set for a real treat. Until now, the gaming world has been longing for a skateboarding-sim worthy of its shelf price and now gamers are lucky enough to have more choices than ever before.

This beauty is jam-packed with features and will be released early in the new year. True to the essence of skating life, many aspects have been reflected in this sim. You'll be given the chance to open up levels, earn sponsorship from real-life skateboarding companies, travel to the world's best skate spots, get on the cover of *Thrasher Magazine* and our personal favourite, make a frantic skate getaway from the cops before they nab you and your prized board. Oh, and there are big stacks, too!

In all, there will be 15 completely interactive levels, six playable characters, actual skate locations including Australia, real-life tricks to bust and motion-capture technology has been used in the development of the tricks. Truly awesome.

We are a spoilt bunch, aren't we...





Start Your Engines

Gran Turismo 2 is the evolution of the most comprehensive driving simulator ever. While in Japan for the Tokyo Game Show, **Jason Hill** had a chat with *GT2* Producer Kazunori Yamauchi at Polyphony Digital's Tokyo headquarters.

Q: Were you surprised by *Gran Turismo*'s success?

A: To be honest, we never expected *Gran Turismo* to become such an extraordinarily popular title. It has been a real thrill for us to see the stocks in the game shops being picked up by customers and carried off to the cash desk, and just as gratifying to hear that the game lived up to their expectations.

Q: Obviously the pressure is on to better the original?

A: It has not escaped our attention that expectations regarding the follow-up are very high, and this has spurred us on in our work. In *Gran Turismo*, various constraints prevented us from including all the features we originally wanted to add. In *GT2*, however, we should be able to include many of these features, as well as many others we have devised on the basis of feedback from users who have played the game.

Q: How are you going to push the PlayStation further?

A: At the time we were working on *GT* everyone thought that we had achieved close to 100 per cent.



which means there is lots of work involved. Even with *GT* we were still working on the game up until one hour before the master was finished. This time we're trying to do it at the same time to go for a simultaneous release. Time-wise it might be close to release, but still we have a lot of work to do.

Q: Did you always want to design games?

A: One of my dreams was to become a movie director. Part of that dream has been realised in the game. I put a lot of effort and work in the replay mode with different camera angles.

Q: Were you tempted to include crashes in *GT2*?

A: There are no collisions. It's more out of respect for the manufacturers.

Q: But wouldn't it be more realistic to have damage?

A: After playing *GT* I did have the same opinion. In *GT2*, we are implementing a car damage option. The appearance of the cars will not change but if a tyre crashes into a wall, the tyre will bend inward and

"It has not escaped our attention that expectations regarding the follow-up are very high, and this has spurred us on in our work"

In fact after research we found out that we were using only around 75 per cent. *GT2* will be 100 per cent.

Q: Do you still hit the racetrack in your Lancer?

A: Actually just back in August I was driving.

Q: Do you try to implement new aspects in the game from experiences on the track?

A: Actually it works the other way around. I create things in my mind, acquiring some sort of technique playing the game, and then I try it out in real life.

Q: What was your biggest challenge developing *GT2*?

A: There is always a challenge working on a driving game to make it unique; that it will stand out from the rest. This time a lot of the things we experimented with or tried to put in *GT* but couldn't, we were determined to put in *GT2*. And also there are so many cars, so much data, to add to the depth of the game.

Q: What extra challenges did the rally mode bring?

A: It's a different type of race, but a very natural thing

to put in there. You have to pay special attention to the handling on the dirt courses, there's more action on the car and more movement when on the dirt courses. The modelling is quite challenging to maintain the realism while keeping it enjoyable.

Q: Do you get data from the car manufacturers?

A: I discovered when working on *GT* that the actual movement of the car is affected not so much by the details of the car, the data, but more so from the general physics of the cars. Of course we received a lot of data from the manufacturers but it's not the very minute, very detailed information that has helped most, it's the build and physics that help to give the cars the right feel. There is four times as much data in *GT2*.

Q: How is the PAL version progressing?

A: For *GT*, the PAL version came out six months after the Japanese version. This time we are working on the PAL version at the same time as the Japanese version,

affect the handling and the player will feel it. The default will be off, but it will be an option.

Q: Can you explain the differences in licences in *GT2*?

A: As you know in *GT*, there are 24 licences, in *GT2* there are 60. Of course one of the reasons is many involve the dirt trial, in order to acquire the skills needed to drive the dirt trails. Also, the reason for increasing the number of licences is that particular mode is now very deep. There are courses that are dedicated just to getting licences.

Q: Is it more difficult working on the PlayStation2?

A: They are both very difficult to work on, but for different reasons. For *GT 2000* we have to work on a totally new platform, with new tools and getting used to a new environment is one of the challenges. For *GT2* on the other hand, I know the hardware inside and out so I want to use 100 per cent. They are both very difficult!



1. A Polyphony designer working on one of the 500 cars in *GT2*. 2. The stunning *Gran Turismo 2000* in action. Honest! 3. Kazunori tests *GT2* at the Polyphony offices.



PHOTOGRAPHY BY JASON HILL



PEDAL POWER

**WIN!
THIS BIKE
WORTH
\$2500**

You can be a giant in the sport of mountain bike racing with Codemasters' *No Fear Downhill Mountain Bike Racing*.

To celebrate the imminent release of the game, PSM and Ozisoft are giving you the chance to win a \$2,500 Giant mountain bike.

The Giant Warp SE mountain bike is 24-speed (16 front and eight rear gears) and features RST 381 R three-inch travel suspension forks, which give the bike precise handling while you're flying down the side of a mountain.

The lucky winner will also look the part in an attractive racing jersey as worn by the Giant Bikes International Race team in competition. The jersey is signed by Australian downhill champ Sean McCarroll.

Plus, the winner will receive their very own copy of *No Fear Downhill Mountain Bike Racing*. Five runners-up will also win a copy of a game. The total prize package is worth \$3,350!

To win, all you have to do is cut out the *No Fear* logo from page 93 (photocopies not accepted), pop it in an envelope and name one other game *No Fear* developers Codemasters have released on PlayStation.

Send all entries to No Fear, Official Australian PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Write your answer on the back of the envelope along with your name, address and phone number. Entries close November 23, 1999 and winners will be published in the January 2000 issue of PSM.

CONDITIONS OF ENTRY

1. Instructions on "How to Enter" form part of these Conditions of Entry. Entry is open to residents of Australia, other than employees of ACP Publishing Pty Limited and Ozisoft, their associated agencies and families.
2. Competition opens 3/11/99 and closes last mail 30/11/99. Enter by using an original coupon as provided in the November Issue of *Official Australian PlayStation Magazine* on sale 3/11/99. The winning entries will be drawn at 54 Park Street, Sydney on 3/12/99 by a representative of ACP Publishing at 11am. All entries become the property of ACP Publishing Pty Limited, the promoter, 54 Park Street, Sydney NSW 1028, and may be used in future marketing promotions. All entries are to be sent to No Fear/Official Australian PlayStation Magazine Competition, PO Box 4089, Sydney NSW 1028.
3. The judges' decision in relation to any aspect of the competition will be final and binding on every person who enters. No correspondence will be entered into. No responsibility is accepted for late, lost or misdirected mail.
4. Total prize value is \$3,350 (total \$ value of ALL prizes) and consists of first prize, valued on 30/9/99 at \$2,850, consisting of Giant Warp SE Mountain Bike, valued at \$2,500, Racing Jersey, valued at \$250 and *No Fear Downhill Mountain Bike Racing* game, valued at \$100. Five runners-up will each receive a *No Fear Downhill Mountain Bike Racing* game, each valued at \$100. Prize is not transferable or redeemable for cash. Any change in value of the prize occurring between publishing date and date the prize is claimed is not the responsibility of the promoter.
5. Prize winners will be notified by security post and published in the January issue of *Official Australian PlayStation Magazine*, on sale December 29, 1999.
6. Permit No. TC99/9015 issued under the Lotteries and Art Unions Act, 1901. ACT Permit No. TP99/1201 issued under the Lotteries Act, 1964. Approved by NT Racing and Gaming Authority. Permit No. NT99/2888. SA Licence No. T99/3422.

PHOTOGRAPHY BY ANDRZEJ LIGUZ.



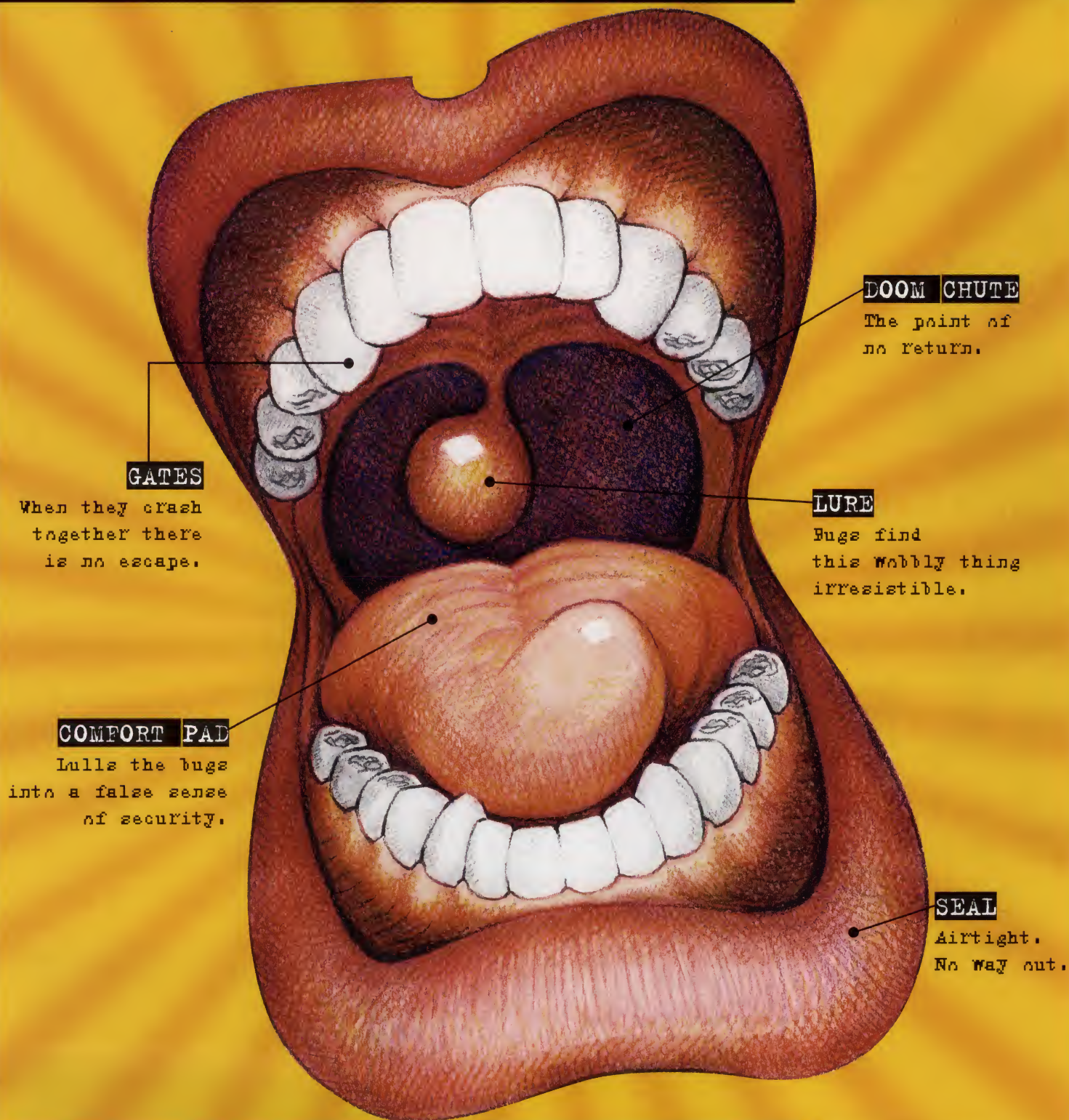
OziSoft



This month we present 100 reasons why you must buy a PlayStation2. **Richie Young** is already very, very excited...

- 01 More power than a V8. You'll be blown away!
- 02 The days of gaming being a nerdy hobby are gone.
- 03 It's funkier and spunkier than any other console.
- 04 You can watch DVD movies on your telly and...
- 05 The opposite sex will snuggle up watching blockbusters.
- 06 Parties will become that much more fun.
- 07 The new Dual Shock will add another dimension.
- 08 There's nothing like unwrapping a new toy.
- 09 It's got surround sound for ear-popping audio.
- 10 Surf the Net and play multi-player online games.
- 11 *The Bouncer* will offer a whole new gaming experience.
- 12 *Tekken Tag* - and we thought *Tekken* wasn't going to get any better!
- 13 *Gran Turismo 2000* - the legend continues.
- 14 It's got a hip blue tinge and isn't completely grey. Blue skies are better than grey ones.
- 15 It's got a cool sliding disc tray.
- 16 You can play all your existing PlayStation favourites and party like it was 1999.
- 17 You'll get a head start on the 'Joneses' up the road.
- 18 You will be instantly popular. Honest!
- 19 Lara will be so real you'll be sweating.
- 20 More storage room on the new 8Mb Memory Card.
- 21 And they'll transfer information 250 times faster.
- 22 Your children will have a new incentive to behave.
- 23 It can churn through 66 million polygons a second.
- 24 Work will no longer be a chore with the thought of the reward at the end of it.
- 25 You'll have a constant satisfied grin all over your face.
- 26 You'll play games that will make you laugh and cry.
- 27 You'll get a warm feeling when you switch 'er on.
- 28 You'll see your friends turn bright green with envy.
- 29 It's got a 128-bit processor, faster than a cutting-edge PC.
- 30 Smarter games may even 'rub off' on you
- 31 You'll have something much better to do when *Neighbours* is on the telly.
- 32 Another *Final Fantasy*!
- 33 Your original PlayStation can retire.
- 34 You won't need to spend a mint on new peripherals.
- 35 Your partner will appreciate your re-found desires to get your fingers strong and flexible.
- 36 Good eye-hand coordination won't go unnoticed either.
- 37 You'll be able to take a shot with a digital camera and be the star of a game.
- 38 Put your brother in a game and beat the crap outta him.
- 39 You'll have better bait when you want to lure a cutie home from the nightclub.
- 40 You'll get to say, "Come and check out my machine, baby!"
- 41 Christmas Day won't get boring when the food and grog runs out.
- 42 Expensive trips down to the arcade will be in the past.
- 43 You can get the local neighbourhood kids to wash your car just so they can have a go.
- 44 Kids can also vacuum houses and cut toenails...!
- 45 Driving games with real trees to smash into.
- 46 All those 'valid' things you ever wanted will be possible.
- 47 Sworn enemies will become close mates.
- 48 You'll sprint home just to play, making you fitter.
- 49 You'll be able to fly to a billion planets.
- 50 You'll be satisfied where your money went for once.
- 51 There'll be new types of games never before possible.
- 52 You'll understand the true meaning of the phrase: "Good things come to those who wait".
- 53 Quality will get itself a new meaning.
- 54 Fun will have an entirely new concept.
- 55 It'll look cooler standing vertically than a book.
- 56 You'll be able to play *Star Wars: Episode II*.
- 57 You'll have more justification to buy that 104cm TV.
- 58 There will be the biggest RPGs ever seen.
- 59 You'll get on with your sister again.
- 60 You'll learn to play the drums with *Drum Mania*.
- 61 You can write your University Honours thesis on "The Positive Role and Social Meaning and Deconstruction of PlayStation2 in the new Millennium".
- 62 The new *Cool Boarders* will be so real, you'll wear goggles.
- 63 *Driver 3* will truly be a 3D version of *Grand Theft Auto*.
- 64 PS2 will be a cool fashion accessory.
- 65 It's more than a dream and dolphins eventually die.
- 66 Quicker loading times, more action.
- 67 Even the ordinary games for PlayStation2 will be a treat.
- 68 In the future, you'll be known as a pioneer.
- 69 You'll never have to go to the movies again.
- 70 Your old PlayStation games will still have pride of place.
- 71 Picture quality is photo-realistic. Enough said.
- 72 Awesome sounding music-creation programs.
- 73 *Tony Hawk's Skateboarding 2*. Rad.
- 74 Games like *Independence Day* will be forgotten.
- 75 *Bomberman* with countless faraway opponents.
- 76 Over 100 games are already in development.
- 77 Cable Internet in 2001. Surf's up!
- 78 *Munch's Oddysee* and *Hand of Odd*.
- 79 *Wipeout 4* will be so fast, it'll give nosebleeds.
- 80 Edit your own home videos and send them to your mates.
- 81 Battle against your buddy around the corner online.
- 82 The sequel will be better for once. Not like *Grease 2*.
- 83 You'll get a free demo disc chucked in.
- 84 The G-Con will get more life with wild new shooters.
- 85 You can rattle off technical specs to anyone who'll listen.
- 86 The new *Metal Gear Solid*.
- 87 Another *Resident Evil*!
- 88 The new *Ridge Racer*.
- 89 Countless new wrestling games.
- 90 *Smash Court* with a real rendered Anna.
- 91 You'll never be lonely again.
- 92 Battle with hundreds of warriors in *Kessen*.
- 93 USB and Firewire to connect hundreds of devices.
- 94 You can sell your CD and DVD players.
- 95 Marvel at every ripple in a *Tekken* fighter's torso and remind yourself to join the gym.
- 96 More processing power than you can poke a stick at.
- 97 You'll still be able to play *Gran Turismo* and *Metal Gear Solid*.
- 98 Playing videogames will become a noble profession.
- 99 PSM will be even bigger and better.
- 100 You'll be able to laugh at rival consoles.

The millennium bug catcher



GATES

When they crash together there is no escape.

DOOM CHUTE

The point of no return.

LURE

Bugs find this wobbly thing irresistible.

COMFORT PAD

Lulls the bugs into a false sense of security.

SEAL

Airtight. No way out.

The Millennium Bug? What's it got to do with me? I'm a kid, it's not my problem. Well buddy, you thought wrong.

Unless of course, your PlayStation means nothing to you, you're ready to kiss your hi-fi good bye and watch your TV blow up. Don't stress.

There's one way to fight the little buggers and it's right under your nose **Start chewing.** Don't be bitten, byte back.

Win **\$20,000** plus **\$2,000** a month. Check out pack for details, or visit our website at <http://bugs2000.kenmankandy.com.au>

the pack





Micro Maniacs

MicroMachines without cars?

PMicro Machines V3 has always been one of the most loved multiplayer racers on the PlayStation, so when rumours started filtering through to PSM that Codemasters was working on a sequel, most of the office leapt for joy. But then we heard it would be *Micro Machines* without any cars. Huh? After much puzzlement, Codemasters agreed to spill the beans and tell us all about it.

Apparently, they've ditched the mini racing cars in favour of strange bi-pedal life forms, provisionally called Maniacs, that run around the traditional household tracks.

Maniacs are the result of the genetic experimentation of one Dr Minimiser, and his attempts to create the ultimate life form. In an effort to turn the Maniacs into highly competitive little critters, the Doc constructs courses around the house designed to fulfil his Darwinian needs, and weed out the weakest. With only the strongest and fastest left he can take over the world.

Aside from the extremely original

idea of the Maniacs, the entire game has been drastically revamped. An all-new engine replaces the top-down view of the previous game, an engine that's based on the technology used in 3D shooters on the PC. Yep, *MM4* will play in true 3D — running across the breakfast table with the milk cartons and cereal boxes that tower above you is about to become reality. Of course you can also use all these objects to aid your Maniac in his quest to become the fastest in the house.

Further details are still top secret, but we can tell you that the pick-ups and weapons, like those in *V3*, are a fundamental part of the game. PSM will keep you informed, all the way up to the game's release, which will be sometime next year.



He's a Maniac and he's racing like he never has before.

We calculate full-scale interest in *Micro* will rapidly grow.

Lord of the Ring | Could Electronic Arts king-hit Prince Naseem?

The folk at EA's Vancouver HQ invited PSM along to an exclusive sneak-peek at *Knockout Kings 2000*. The original might have been short on gameplay, but the sequel promises all manner of tasty additions.

According to an EA spokesman, "The Slug Test and Arcade Modes will be just one part of the game. The rest of the game's much more of a simulation. For starters, the Career Mode has been opened up considerably; you'll now have a comprehensive Training Mode that includes actual gym work."

Once you begin to get the hang of the game you can punch your way through the Career Mode, taking on all

camera. Thanks to the world champions on offer (including De La Hoya, Frazer and the ubiquitous Ali), you can also hop into the Great Fights Mode and re-enact classic fights from history. You'll even have the chance to create your own fighters, designed in your image.

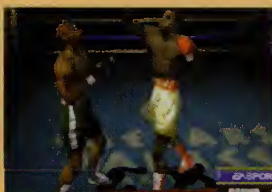
A key feature is the ability to punch combinations — think a combination of lefts and rights and your fighter ploughs his way through a highly effective sequence of hits. There are also actual stadiums in the game, so you'll be able to slug it out in front of a huge crowd at Las Vegas. *Knockout Kings 2000* is scheduled for release soon — more next month.



Fly like a butterfly...



Sting like a bee...



Bite ears like a lion.

Jordan's In The Game

THE KING OF THE HOOPS TO APPEAR IN NBA 2000

The world's most famous athlete, Michael Jordan, is to appear in EA's *NBA Live 2000*. Jordan will be included along with around 60 other NBA retired greats in a special "Legends of the Game" mode. PSM can't remember the last videogame which featured Jordan.

The forthcoming basketball sim also features improved AI and graphics. The players now run around looking for ball position much more realistically. Also included is a Street Mode in which you can practice one-on-one in a traditional street-court situation.

NHL 2000 should also be out soon. The focus has



Jordan could still whip the Celtics.

been on improving the gameplay, with players now turning much faster and more ways to score. Also expect a dedicated big hit button designed for power shots. More details as soon as PSM finds out!



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The latest in steering wheel technology, the Master Blaster comes complete with an authentic air horn. The Master Blaster is perfect for popular driving games like *Need For Speed* and *Driver*. Whether you're playing against friends or computer opponents, a quick squeeze of the horn will let them know you mean business! There's nothing quite like weaving in and out of the traffic with your horn blasting. The Master Blaster is exclusive to readers of *Official Australian PlayStation Magazine*. It costs just \$109.95. Hurry, get yours today!

NB: At the time of going to press, this peripheral did not exist. However, it should be pretty easy to whip up with some Blu-Tack and a horn from Kmart. If anyone is stupid enough to send us a cheque, we'll see if our IT department can put one together. On second thoughts, we'll just buy Chupa Chups for the lollie jar.

Gamester Evolution Motion Sensitive Control System

This 'handy' piece of hardware could possibly mark the starting point for future game control. The controller is motion-sensitive so movement on-screen relies on the tilt of the controller's 'reactor' (the part attached to your wrist). The controller is obviously more suited to some games than others, despite the fact it can be calibrated. It is reasonably comfortable to wear and use, although initially awkward. It features both digital and analog mode and was most effective when used in racing games and first-person shooters. In analog mode, the more it is tilted, the greater the on-screen reaction. The reactor is used to move your direction on-screen, while the grip-stick has all the button controls in a well-laid out design (there are three trigger buttons on the underside). Using the controller is a unique and enjoyable experience, but at \$129.95, not a cheap one. For more details contact Livewire Distribution on (02) 9439 5005.



THIS MONTH'S THOUGHTS FROM THE EDITING HOSTESS WITH THE MOSTEST...

When you visit countries on the other side of the globe, it really hits home how much "PlayStation" is an international brand.

Say the word "PlayStation" to a non-English speaking person and they'll know exactly what you're on about. It won't get you very far if you're after directions, though...

One 12-year-old was just as dedicated as any you'd find here in



Australia, with a nice little collection of games — and magazines, I might add, including our cousin, *Official Italian PlayStation Magazine*.

Once people I met along my travels found out I worked on a PlayStation magazine, they suddenly had a new-found interest in me and would fire off a thousand questions, generally about the one thing: PlayStation2.



When is it coming out? What features will it have? How much will it cost? All asked with the excitement of a five-year-old on Christmas Eve sitting around a tree full of wrapped presents, itching to open them.

This just confirms even more so that PS2 is going to be a huge success. And it's nice to know that you have fellow mates around the world who are hanging out for it just as much as you are, regardless if they can speak the same language as you or not.



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4 IT?"

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NETWORK

 **vodafone**

Oh Yeah!





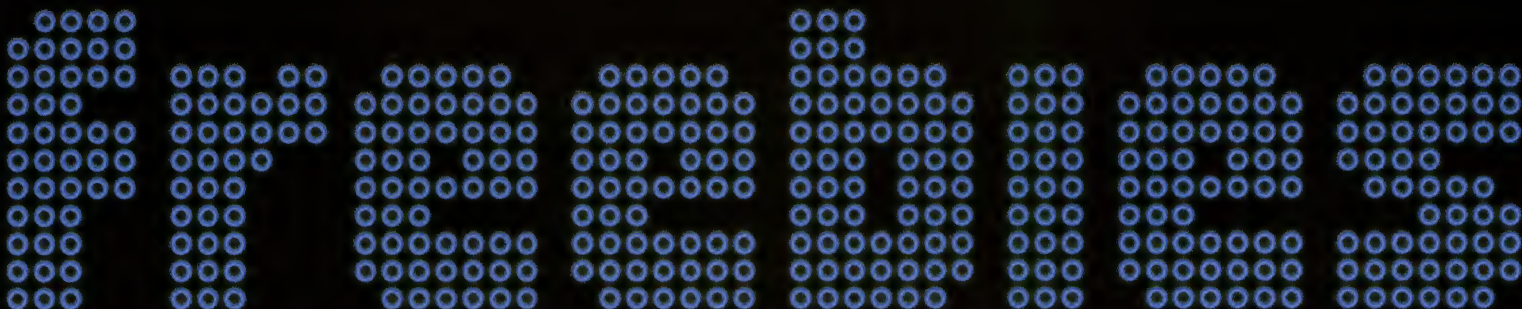
shooting from the hip

Richie Young brushes up on his Quick Draw McGraw technique to track down the best shoot 'em up ever.

	BODY COUNT	MORE GORE?	REALISM	LONG-TERM	GAMEPLAY	OVERALL SCORE
DOOM  <p>There are more than enough foes to fire away at. Former military personnel, demons, imps and Barons of Hell are lining up ready to be sent back from where they came.</p>	8	8	5	8	7	36
OMEGA BOOST  <p>If you're looking for bodies and debris flying about all over the place, then keep looking. Defeating an opponent looks fantastic, but don't expect to fill a cemetery.</p>	6	9	4	6	8	33
QUAKE II  <p>You'll be stoked when more and more enemies come at you wielding the same heavy weaponry as you do. Or you'll wet your pants...</p>	9	9	8	10	10	46
DUKE NUKEM: TIME TO KILL  <p>Three words: time to kill. There are no bones about it - Duke likes creating death!</p>	9	8	6	9	9	41
TIME CRISIS  <p>Jam-packed with frantic action, there is no shortage of human targets. You'll think you've killed half the world's population!</p>	10	3	7	6	8	34
R-TYPE DELTA  <p>In a similar futuristic style to <i>Omega Boost</i>, this is not about human enemies. This is a war about computers and machinery, and there are plenty of opponents to blast.</p>	8	7	3	7	7	32
SYPHON FILTER  <p>There are terrorists galore in <i>Syphon Filter</i> to blast into oblivion. Watching their corpses drop from the top of buildings is definitely a highlight.</p>	9	7	8	7	8	39

the **BEST** shooter ever!

This one's for you, Charlie...



You Gotta Believe

You can own everyone's favourite rapping dog and guitar-strumming lamb this month courtesy of PSM's expense account. We lugged these gorgeous PaRappa and Lammy soft toys back from Tokyo just for one lucky reader. Fortunately, the receipt for the items was in Japanese so PSM was able to get it past our bean counters by pretending the receipt was for a gourmet lunch. To win, just tell us the name of the predecessor to *Um Jammer Lammy*. Address your entries to "Rockin' Sheep" at the address below.



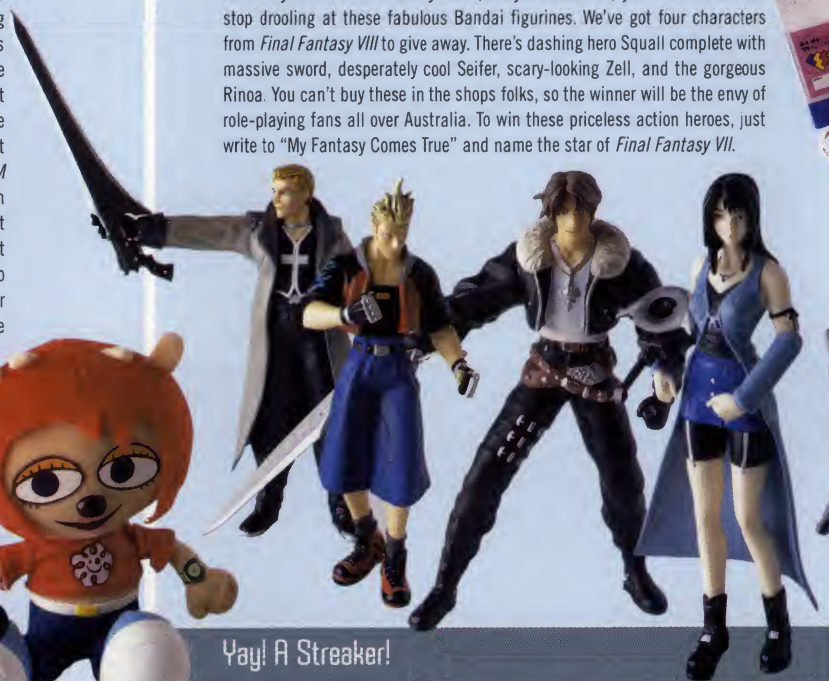
Bug Off

Five teenagers have come up with a fun idea to educate people about the millennium bug. They've convinced Kenman to produce yummy gummis called Bugs 2000. Packs cost around \$2 and the gummis come in delicious banana, apple, passionfruit, orange, blackcurrant and strawberry rock-melon flavours. PSM has 10 special Bugs 2000 packs to give away, worth \$70 each. The packs include a funky silver case, T-shirt, keyring, mouse mat, stickers and of course the Bugs 2000 gummi treats. To win, tell us on what day the millennium bug will strike. Address entries to: "Get That Bug Off Me!"



Live Out Your Fantasy

Wow! If you're a *Final Fantasy* fan (and you should be) you won't be able to stop drooling at these fabulous Bandai figurines. We've got four characters from *Final Fantasy VIII* to give away. There's dashing hero Squall complete with massive sword, desperately cool Seifer, scary-looking Zell, and the gorgeous Rinoa. You can't buy these in the shops folks, so the winner will be the envy of role-playing fans all over Australia. To win these priceless action heroes, just write to "My Fantasy Comes True" and name the star of *Final Fantasy VII*.



Yay! A Streaker!

A talented jewel thief (Martin Lawrence) is forced to stash stolen diamonds at a construction site before being caught by the police. Three years later he returns to claim his loot, but the site where he hid the diamonds is now an LA police precinct. The thief pretends to be a cop and ends up on the other side of the law amidst drug busts, car chases and robberies. PSM is giving readers the chance to win one of 10 *Blue Streak* prize packs, which include a double pass to the film, a CD soundtrack, a cap and poster. To win, tell us a game that should be turned into a film and why. Write to "Gimmie My Crown Jewels Back".



Finger Lickin' Good

To celebrate the release of the wackiest chicken racing game ever, PSM brought a raft of *Chocobo* goodies back from Japan. The classiest item has to be the Chocobo dome, which wouldn't be out of place on the Queen's mantelpiece. There's also a Chocobo keyring, T-shirt and a DigiCube, which is actually a Chocobo on wheels. We'll also chuck in a slightly bent SquareSoft fan. And Sony has been generous and included a copy of *Chocobo Racing*. To win this chicken merchandise, just tell us the name of the role-playing series that brought our little yellow mate such fame and fortune. Address your entries to "I Like It Like That".



The Pac Is Back

Happy Birthday Pac-Man! Everyone's favourite yellow blob is 20 years old. To celebrate, PSM is giving you the chance to win a collection of Namco novelties from Japan. First up is Pac-Man food! Whole families live on this stuff in Japan. We've also thrown in a set of groovy Namco playing cards, a memo pad and a stylish pen set. Plus, PSM's Tokyo Game Show press pass — a priceless collector's item! Sony has also come to the party and added a copy of *Pac-Man World* to the prize pack. To win, tell us the name of the arcade game that started it all. Tricky! Send to "Happy Birthday".



The Beat Goes On

PSM was saddened by the news that Konami's *Beat Mania* has been delayed until next year. Fortunately, PSM's pocket money in Tokyo was able to be stretched enough to pick up this fabulous *Beat Mania* pocket console. It cost 1,972 Yen — a small fortune. The unit features a variety of tunes and five buttons to whack in time with the music. It even features a tiny little scratch pad! The packet describes the game as "a real-time dance music game. Hard and extreme. It's too cool!" Hard to argue with that. To win this exclusive item, just tell us what other PlayStation game should be immortalised in hand-held form and why. Address entries to "Block Rockin' Beats" for your chance for victory.

COMPETITION WINNERS!

Star Wars giveaway: Erin Boyer (NSW). **Speed Freaks packs:** Rebecca Logie (NSW), Andrew Cromb (Vic), Adam Rosato (Vic), Adrian Lindner (SA), Karen Priest (Qld). **V-Rally 2 pack:** Daniel Smith (Tas). **Runner-up prizes:** Shane O'Neill (Vic), Trisha Grassick (Qld), Raymond Horton (Tas), Rob McAuley (NSW), Mikel Hapner (NSW). **Driver packs:** M. Nattiri (NSW), Muhammad Anton (NSW), Mark Hewitson (SA), Gerard Bradley (NSW), Matthew Baker (ACT).

Send all entries to Official Australian PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of the envelope along with your name, address and phone number. Entries for all competitions, except *Blue Stinger*, close November 23 and winners will be published in the January issue of PSM. The *Blue Stinger* competition closes November 10. Good luck!

HOW TO ENTER



Duke It Out Again!

Bigger guns, better babes...

Duke Nukem is heading to the Planet of the Babes for more shoot 'em up mayhem and chauvinist buffoonery. *Planet of the Babes* is being developed by N-Space, creators of *Time To Kill*.

Producer Phil Gelber said the game will have "Duke, bigger guns, and far better looking babes". Gelber said he was very excited to work on another Duke game. "Duke is a fantastic character! Very few characters are as widely recognised as Duke is, and gamers have a very clear idea of who Duke is. It's our job to deliver on the type of game they are looking for."

Gelber said there was pressure to live up to the high standard

of their previous game. "*Time To Kill* was the first time Duke was seen and played exclusively in a third-person perspective and it also had an original storyline with a bunch of new enemies. The challenge now is to build on what we did and take the player to the next level. We are going to do that by bringing them closer to the story and taking them to places that Duke has never been to before. *Planet of the Babes* is not really as much as a sequel to *Time To Kill*, as it is an evolution... We are making advances in technology, story, and gameplay."

Gelber said the team had decided to head in a more campaign, story-driven direction "where the player is 'directing' Duke through a sci-fi space opera". Graphics will also be improved. "*Time To Kill* looked and ran great since it was running in the PlayStation's hi-res mode, but there were some spots that required us using some lower resolution textures. *Planet of the Babes* will be using all high-resolution texture maps and Duke will have some all-new, never-before-seen garb and abilities."



Pig shooting Duke will no doubt get another chance to get some pork.

We're expecting a cross between *Doom* and *Charlie's Angels*. Oh baby!

OUTTUNY SPIT

THINK YOU'RE A CHAMP?
THEN YOU'D BE A SORE
LOSER, SAYS RICHIE YOUNG...

I love competition. I love playing games. There's simply no better feeling in videogaming than having a hard-fought battle against a similarly skilled opponent, right? With intense competition you get pushed to your limits. Testing yourself results in better performances.

However, playing against someone who is a bad loser really gets me riled! When I whip someone at *Smash Court Tennis* or halve their personal best lap-time in *Gran Turismo*, the last thing I expect to happen is to see a Dual Shock flying across the room! Not only is it poor social form, it's downright dangerous! One of my sister's friends recently clocked my Rottweiler in the noggin! Needless to say I wasn't too pleased and neither was my menacing pooch. With all the chaos and nasty growling going on, my sister's friend promptly fled the room (tail between his legs) and his lesson was learnt – the hard way!

So next time you lose, save face and do so with a bit of grace. A healthy attitude brings the best results.

Future Sounds of PlayStation | Game Soundtracks Will Never Be the Same

Music is an increasingly important aspect of videogaming. Look at the roll call of stars getting involved in gaming – Robbie Williams, Fatboy Slim (Norman Cook) and the Wu-Tang Clan. Games like *Wipeout 3*, *Timekiller*, *Gran Turismo 2* and *Shaolin Style* are sporting wicked soundtracks.

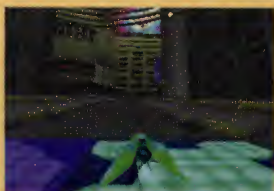
There are even people whose jobs it is to marry up videogames to music. A-I has just been formed by an ex-A&R Records man (the enigmatically-named "Miles") and Norman Cook's manager, Garry Blackburn, to tailor soundtracks for games. Miles told PSM, "A-I will be looking after a number

of music companies and working with game developers to make sure that their upcoming releases have the best music. Whether that be classical, techno, rock, metal, indie, trance or bagpipes, A-I will have the catalogue to cater for the game."

Having just finished work on *Gran Turismo 3*, which features remixes of The Cardigans and Fatboy Slim, the company knows what it's doing. It's also been working on *Urban Chaos* from Eidos, which features bespoke tracks from Way Out West, Pholok and Basement Jaxx.



The Cardigans get down with PSX.



Wipeout has set lofty standards.



Leftfield dig them games.

On A Role

MORE CHANCES TO LIVE OUT YOUR FANTASIES

The next RPG tsunami is gathering force and *Legend of Dragoon* is looking the cream of the crop. A mammoth project from Sony that has been three years in the making, this sword-and-sorcery title is said to feature over 30 minutes of CG sequences to complement its 3D locations and polygonal characters. Square isn't content to let Sony have it all its own way, however, as it weighs in with *Dew Prism*, an action RPG where you play as either boy warrior and axe-wielding Rue or dispossessed princess Mint, who can unleash powerful spells.



Square deserves credit where it's dew.





Shocktactics

See that spooky video on this month's demo disc? Leftfield did that, they did. That is, when they're not caning their PlayStation...

Why bother getting annoyed? Why get stressed? It's out of our hands. We think it's a great video and it works really well with the track."

So says Neil Barnes, one half of the dynamic dance duo known as Leftfield. He's talking about the furore surrounding the 'controversial' video that accompanies the band's new single *Afrika Shox*. Directed by revered promo director Chris Cunningham [*He of Aphex Twin and Bjork video infamy - Ed*], the video has run into all sorts of trouble. True, it is a bit on the bonkers side but with a PG rating, the (admittedly hyped) controversy is a tad surprising. What hope now for

Stealth, but, if the truth be told, there is nothing difficult about this album. It's a humdinger. Leftfield are gonna rip the dance scene up all over again and this time they're taking the games industry along for the ride.

PSM is now shooting the breeze with Paul Daley, the other half of Leftfield. We're talking about DJ Sasha's appearance as musical director on *Wipeout 3* and Paul is getting pretty excited about the implications of his role.

"It's a progressive thing - the merging of two cultures," remarks Paul. "We'd love to do some tracks for games. In fact, I'm sure somewhere down the line we will get involved with the games industry."

Every lunchtime was spent on the machines. All the money I earned went into games. I loved *Space Invaders*, *Galaxian*," he laughs and you can see him welling up.

It's an odd thing, to hear this musical ninja get all nostalgic about the old days. The gaming industry has affected the likes of Leftfield more than we would like to admit. Then again, there's nothing wrong with that. In fact Paul thinks it's quite healthy.

"Going back to that 16-hour *Metal Gear Solid* session. What really impressed me about that day was when my friends came round they stuck around and watched me play as if they were watching a film. They were as enthralled



"Recently I had a 16-hour session on *Metal Gear Solid*. It was great. I really do try to complete all the games I buy."

Cunningham's, um, bizarre PlayStation adverts?

It has been a while since we've heard from Leftfield - four years to be precise. But that said, how could we forget them? These are the boys that made such a dynamic impact on the world of dance with their debut album *Leftism*. A sublime, mixed-up, mashed-up, big-beat affair, *Leftism* still cold rocks a party - dance floors get wrecked, mixers blow fuses and the faint-hearted rush towards the Exit signs when the Leftfield sound comes on the decks.

Now they're back with a traditionally 'difficult' second album *Rhythm And Stealth*.

The Leftfield lads are big-time gamers, of that there can be no doubt. But whereas Neil will catch up with his PlayStation in a more leisurely fashion (you know the type, moving from one new game to the next), Paul takes his relationship with the little grey box far more seriously.

"When I play, I really play. I'm a big Samurai fan so I really enjoyed *Tenchu*. I'm desperate to try out *Silent Hill*. I've heard and read so much about it, I know it's going to be brilliant. I don't really do sports games. I'm more of a beat 'em up and trash 'em kind of person. But they do have to be clever fighting games. You know, games that require thought, skill and intelligence."

Paul is also keen to stress the point that he is no PlayStation lightweight and that he really throws himself into marathon sessions.

"Recently I had a 16-hour session on *Metal Gear Solid*. It was great. I really do try to complete all the games I buy. You know, try and conquer every level.

But it's just finding the time. We're so busy at the moment, things are really hectic. That's why when I do get the chance, I go at it full on. Shut the curtains, turn the stereo on and just play..."

Paul's passion for PlayStation stems from the years he spent on the many videogame machines that dominated his hometown pier.

"I grew up in the seaside town of Margate and like every kid in that town, I got a job down the arcades.


as I was. There was a time when they would come round and bug me to have a go, or call me crazy for playing so long. But now, they're like, 'Wow!' They grab a beer from the fridge, take a seat and just watch the action unfold. That's game evolution and that's great."

The evolution of game culture and dance culture is happening at such breakneck speed, that it should come as no surprise to all those concerned that the two cultures are crossing paths more and more frequently. Neil reasons that there will come a time when the two will become virtually inseparable.

"It's not just the Sasha/*Wipeout 3* experience. More and more DJs and bands see the games industry as an outlet for their music. It's a new creative challenge. You also have to remember that the people who play games now see gaming as a post-clubbing affair. We've seen loads of PlayStations in clubs over the years. Now, after a night out, people are going home, turning on some sounds and playing games right through the night."

And what sounds will this new generation of clubbers-come-gamers be blasting out from their midi-systems? Well there are many choices, but one album that will always be on hand is the incredible *Rhythm And Stealth*. Leftfield has created an album that is definitely left of centre, but certainly not wide of the mark. Who knows what the future holds, but from the sounds of it, a beat 'em up soundtrack is a definite possibility...





"MORE AND MORE DJs AND
BANDS SEE THE GAMES
INDUSTRY AS AN OUTLET FOR
THEIR MUSIC. IT'S A NEW
CREATIVE CHALLENGE."

NEIL BARNES, LEFTFIELD



global domination

UK They're awfully nice chaps you know...

Held on the first weekend of September at London's Olympia, the European Computing Trade Show is the UK's biggest event of the gaming calendar. Like E3 and the Tokyo Game Show, it's THE place for our Pommie chums to be if they want to find out what's coming up for PlayStation over the next year, or simply want to ogle at females with large chests. At this year's show, Sony's most prominent titles were *Final Fantasy VIII*, *F1 '99*, *Spyro 2* and *Crash Team Racing*. Space was also reserved for the trio of Square games, *Chocobo Racing*, *Saga Frontier 2* and the much-anticipated *Ehrgeiz*. Also on show were *MediEvil 2*, a sequel to 1998's skeletal adventure. Proving no one's deserting PlayStation, Sony also showed off (deep breath) *Space Debris*, *Ace Combat 3*, *Dragon Valour*, *Tombi 2*, *Buster and the Beanstalk*, *Colony Wars: Red Sun*, *Team Buddies*, *Mulan*, *Jackie Chan's Stuntmaster*, *Barbie Race And Ride*, *A Bug's Life Activity Centre*, *Pac-Man World*, *Tiny Tank* plus RPGs *Star Ocean: The Second Story*, *Legend of Legaia* and the spooky *Shadow Madness*. Other big hits from third-party developers at the show included *ISS Pro Evolution*, *Colin McRae Rally 2*, *Tomb Raider: The Last Revelation*, *Resident Evil 3*, *Rayman 2*, *Ready to Rumble Boxing* and *Jet-X*, a futuristic jet racer from ex-Wipeout developers Curly Monsters.



United Kingdom All-format top 10



1 (NE) Syphon Filter	Sony
2 (NE) Silent Hill	Konami
3 (1) Driver	GT Interactive
4 (2) V-Rally 2	Infogrames
5 (6) Bugs Bunny: Lost In Time	Infogrames
6 (4) Brian Lara's Cricket	Codemasters
7 (9) Player Manager 98-99	Infogrames
8 (8) Metal Gear Solid	Konami
9 (3) FA Manager '99	Eidos
10 (7) Ape Escape	Sony

United States All-format top 10



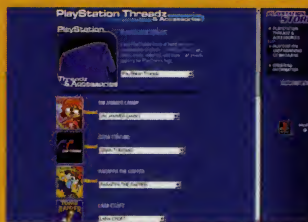
1 (1) Final Fantasy VII	Sony
2 (5) Metal Gear Solid	Konami
3 (7) Gran Turismo	Sony
4 (8) Lunar: Silver Star Story	Working Designs
5 (NE) Dragon Ball GT Final Bout	Bandai
6 (2) WWF: Warzone	Acclaim
7 (3) Syphon Filter	989 Studios
8 (NE) Resident Evil 2	Capcom
9 (NE) Tekken 3	Namco
10 (NE) Need For Speed: High Stakes	EA

US From the land of opportunity comes...

The PlayStation brand is so desperately cool that Sony in the US has set up an Internet store flogging PlayStation merchandise to dedicated gamers. Items include jackets, caps, shirts, shorts, watches, backpacks and hats, all of course sporting the famous PlayStation logo. But the items don't come cheap. A cap will set you back US\$14.95 while a PlayStation "Varsity" Jacket costs US\$149.95. A PlayStation CD carry case, the likes of which PSM gave away free to readers with our August issue, costs US\$9.95. Committed gamers can also purchase gear from their favourite games, including *Um Jammer Lammy*, *Gran*



Turismo, *PaRappa The Rapper*, *Tomb Raider*, *Spyro The Dragon*, *Twisted Metal*, *Cool Boarders* and of course, *Crash Bandicoot*. PSM fancied a bright pink tee with PaRappa and Sunny Funny cuddling. Unsurprisingly, *Blasto* and *Jet Moto* gear is currently on sale! If a gamer is stuck, they can also buy a strategy guide off the site for games including *Tomb Raider 3*, *Crash 2* and *Wild Arms*. Sorry folks, it appears overseas customers can't purchase goods from the store, but you can check it out by following the links at www.playstation.com. And remember to check out our freebies page every month, where you can land all the latest PlayStation gear without forking out a brass razoo!



JAPAN The land of the rising games...



When Square released the RPG *Chrono Trigger* on the Super Famicom (SNES) back in 1995, the title sold over 2.5 million units in a matter of months. It should come as no surprise then that, four years on, Square has a PlayStation-bound sequel, *Chrono Cross*. More than just a game to bulk out the company's current 12-title schedule, *Chrono Cross* brings Tanaka Hiromichi (who worked on *Final Fantasy I, II and III*), and ex-*Chrono Trigger* story designer, Kato Masato together. As in *Chrono Trigger*, time travel plays an important part in the *Chrono Cross* story. It takes place in two similar parallel worlds, and players must travel

through time into both of these mirrored dimensions. The main action takes place on the island of Ernido located in the south of the Zenan Central Continent. Controlling the game's tiny hero Serge, players will effectively play one adventure in two worlds, forced to make key decisions that will affect the direction of the story. And as both parallel worlds are linked to each other in different places, by making an important choice in one world, you will influence the existence of the second. Square dub it the Dual Link Scenario System. Mixing 2D and 3D graphics, *Chrono Cross* is awash with intricate detail. As for the battle system, Square has chosen a real-time 3D engine that enables you to give orders to your team members at any time. And to jazz *Chrono Cross* up, the animators responsible for the delicious CG in *FFVII* have been drafted in to do the game's cinematics. No news yet on an Australian release.

Japan All-format top 10



1 (NE) Dino Crisis	Capcom
2 (NE) Persona 2	Atlus
3 (NE) Saru Get You	Sony
4 (NE) Fire Pro Wrestling G	Human
5 (NE) Grandia	Game Arts
6 (3) Dance Dance Revolution	Konami
7 (NE) Rival Schools 2	Capcom
8 (NE) Metal Gear Solid	Konami
9 (4) Simple 1500 Series Vol 10	Culture
10 (8) Pachisto Aluze Tenkoku	Aluze



facts+figures

THE 32-BIT GIRL

As Ms Meares becomes Mrs Packer, what better way to celebrate than with a Lara Croft picture special!

Name: Jodie Meares

Age: 28

Occupation: Professional model/actress

Born: 24 March 1972

Now Resides: In an expensive pad in Bondi we guess.

Figures: 36-24-35

Hair: Dark brown

Personality: Very down to earth and friendly by all accounts. And very intelligent. Can't find anyone to say a bad word about her. On the basis of the *Cleo Swimwear Special in Tahiti* shown on Fox8 she's a damn sight brighter than the other models she knocks about with.

Is she a PlayStation fan? The fashion shoot for these photos and her appearance at a Lucozade promotion dressed as Lara would indicate she's a bit of a fan, and we sincerely believe that her husband owning this magazine was a deciding factor in her accepting his proposal of marriage. Okay, perhaps not, but she's more than welcome to borrow games from our cupboard now that she's 'family'.

What does she have in common with Lara Croft? A strong woman with a fantastic figure and an eye for adventure. She's a big star who's set to gain even more media exposure.

The future? Depends on whether she feels the need to carve out a career, but we suspect that an acting career may be next on the agenda. Could she be Lara in the *Tomb Raider* movie?

Tomb Raider: TLR is previewed on page 38.



Four Warriors. One Arena.



TASTE THE PAIN

Featuring Original Wu-Tang Clan Music.

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PETT 992864

Master The Art of Wu-Tang.

featuring

RZA

METHOD MAN

RAEKWON

GZA

OL' DIRTY BASTARD

MASTA KILLA

U-GOD

INSPECTAH DECK

GHOSTFACE KILLAH



Face up to three opponents as you go head-to-head in ultra-violent, arena-based martial arts brawls.



Master the attacks and weapons of all nine Wu-Tang members, such as GZA's deadly Overhead Smash.



Dominate with moves like Masta Killa's Death Blow and be rewarded with cinematic fatality sequences.

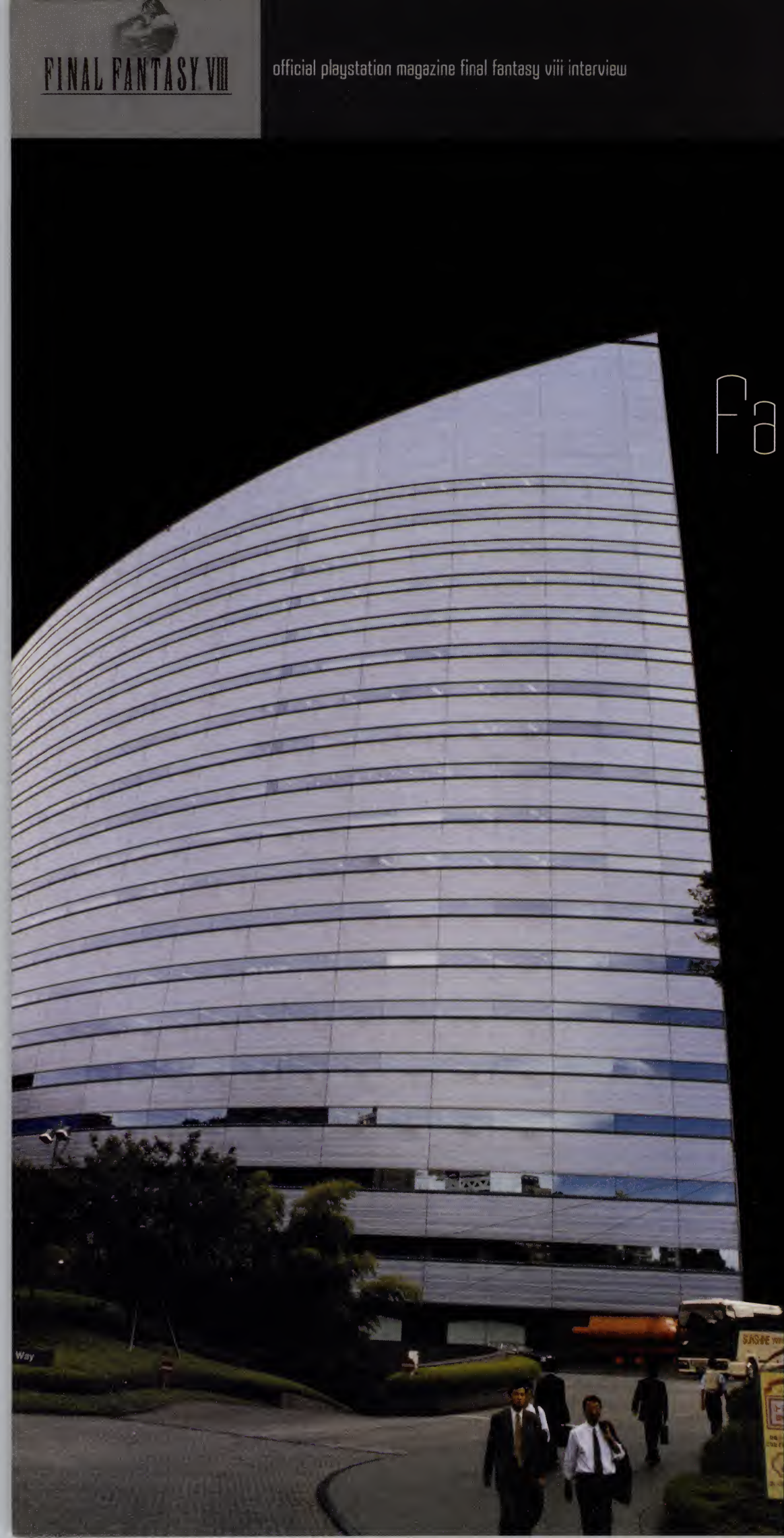


Unleash Kung Fu fury in Staten Island streets, Chinatown warehouses and ancient temples.

Fantasy World

While in Japan for the Tokyo Game Show, **Jason Hill** got a very rare opportunity to tour the Square offices and speak with the development team behind *Final Fantasy VIII*, one of the most highly anticipated PlayStation games ever.

PHOTOGRAPHY BY JASON HILL





You can't help but enter the Square offices with reverence. This is the place where the most popular role-playing videogame series of all time was created. For gamers around the world, it is Mecca.

The team that created the spellbinding-adventure *Final Fantasy VIII* also command enormous respect. In such a rare opportunity to talk to the men that put the magic in the adventure, normally articulate and outspoken journalists gush embarrassingly or clam up in fear of insulting these shy digital demi-Gods.

Final Fantasy VIII is an epic role-playing game on par with a big screen experience. The adventure weaves a complex and engrossing storyline with mesmerising visuals and a challenging battle system. It cost a staggering 3 billion Yen (\$50 million) to produce, but without the unique talents at Square's development team, no amount of cash could make a game so special.

When playing the masterpiece, it's too easy

to forget that *Final Fantasy VIII* was a major risk for Square. Abandoning the traditional super-deformed characters in favour of more Western and realistic figures was certainly a gamble. But Director Yoshinori Kitase said the team definitely made the right decision.

Kitase-san said it was also a conscious decision to make a game world that was very different to the environments found in *Final Fantasy VII*. "*Final Fantasy VII* was dark and grim and we wanted to leave that because we did the darkest of the dark titles," he said. "We intentionally chose very bright images for *Final Fantasy VIII*."

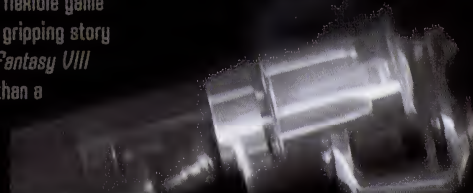
Artist Tetsuya Nomura said he would redraw his character designs for *Final Fantasy VIII* again and again hundreds of times. Perhaps predictably, he found Rinoa the hardest character to design, but he said Square had never been tempted to recycle the characters or storylines from a previous game. "No matter how good your lead character is, you have to

leave it. Leaving that behind enables another level," said Nomura-san.

"I think each character is made so complete because if you experience the entire game right from the start, right 'til the end, then you live with the character all the way through, and you are familiar with all of his or her past and how much he or she can improve himself and how much the others mean to their particular personality. So you live with the game and you know everything about that character. What should we do? Drag it all to the next scenario? That's not very possible."

The *Final Fantasy VIII* characters have certainly been embraced by the Japanese gaming public. At the Tokyo Game Show, there were hundreds of people dressed up as *Final Fantasy VIII* characters. When asked what he thought of such devotion to his creations, a clearly unimpressed Nomura-san replied: "Not much." Scenario writer Nojima-san quickly added: "It is scary to think about the impact

On a par with a big screen experience, the combination of stunning graphics, an involving and flexible game system and a gripping story makes *Final Fantasy VIII* nothing less than a masterpiece.





Above: Square made a conscious effort to make *Final Fantasy VIII*'s game world different to *VII*.
Bottom Left: Square's product testing room features 300 televisions!

Bottom Right: (l-r) Yusuke Naora, Kazushige Nojima, Yoshinori Kitase and Tetsuya Nomura.

that a game can give to the society." Some diplomacy was added by Yusuke Naora, Art Director, who said: "I sometimes really admire them for the time, energy and money they spent on the costumes."

What players find amazing when enjoying *Final Fantasy VIII* is how life-like the characters are, and how capable they are of conveying emotions. Kitase-san said motion-capture techniques were used to do the movie clips in *Final Fantasy VIII*, and animation specialists were also used. "We employed actors who

wanted to learn from Hollywood and keep pushing the boundaries. "Currently for the CG (computer generated) work external staff is being hired or recruited and I just touched on the animation supervision in the current version, so it is not simply made of purely game designers, rather for *Final Fantasy VII* and *VIII* we have actually invited plenty of non-gaming expertise. For the *Final Fantasy PlayStation2* version perhaps we may recruit even more staff from the non-game world."

PSM was curious to know how did Square

100 per cent of the players are in support of a particular scheme that means they have seen it elsewhere, they've gotten used to it."

On such a huge project, an obvious question was what was the biggest challenge the development team faced. Kitase-san said Square already knows the PlayStation hardware inside out, so spent the most time on the characters. "As for the technologies concerned, since it's a developing series we have some legacy technology and legacy know-how, whatever is needed for the new

"What was ... challenging was the CG development ... 3D has allowed us to incorporate more realistic emotions and facial expressions ... this was the challenge"

wore sensors and they showed the motion of the scene. Other than the movie scenes, the real-time CG portion was not made with motion capture but was rather done manually. But we invited TV animation specialists to give us supervision of that."

Square is not ruling out getting more help from expert television and film companies when they set to work on the *Final Fantasy PlayStation2* game. Kitase-san said Square

know its characters and stories would have an impact on the player? In Hollywood, they use test audiences to gauge the impact of movies, but *Final Fantasy VIII*'s Scenario Writer, Kazushige Nojima, said they don't show the game to audiences until very late in development. And Square will go with storylines that are not necessarily the most popular, instead preferring a 50/50 split of people for and against. "The reason is when

version we have to develop but we can reply on the legacy that we have built upon. So what was more challenging was the CG development because the technology in this particular field has leaped in terms of development. 3D has allowed us to incorporate more realistic emotions and facial expressions and this is the challenge."

PSM is interested to hear if Square deliberately tried to make *Final Fantasy VIII*

A New Saga Begins

Coming soon from Square is the role-playing gem *Saga Frontier 2*. The game offers a rich and fantastic story of a family and their quest to capture a mysterious egg imbued with evil powers.

Saga Frontier 2 has sold 700,000 copies in Japan this year. It is a massively successful franchise in Japan, and a true gamer's role-playing experience. It is a huge and involving quest, with multiple storylines, and masses of weird and wonderful characters. The game also has a complex and unique

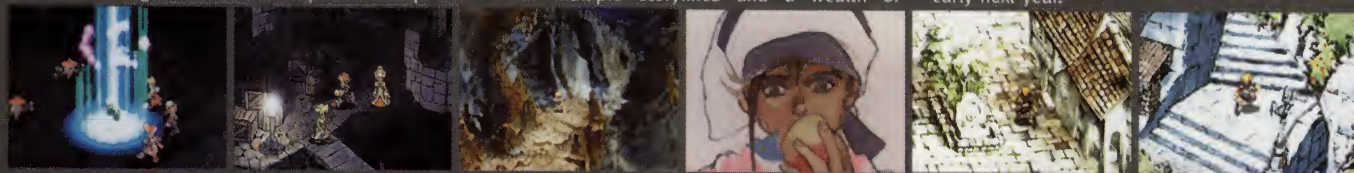
battle system, which enables players to combine weapons and spells.

Players are placed in the shoes of Gustave and the Knight family, and transcend multiple time periods as they play through each generation of the family plus other heroes in the preparation for battle. The player can choose their character from a variety of people who live in Gustave's time with every one of them having their part to play in history.

"With multiple storylines and a wealth of

extraordinary characters to interact with, *Saga Frontier 2* will challenge even the most experienced role-playing fan and captivate and excite the novice player," said Square's Tomohio Yoshikai. "Next to the *Final Fantasy* series, the *Saga* line of products is our most successful franchise and we are thrilled to be able to bring the *Saga* series to PAL territories for the first time ever."

Saga Frontier 2 should be released in Australia early next year.



harder or easier for players. Kitase-san said: "We do not think *Final Fantasy VIII* is much harder than *VII*, however with *Final Fantasy VIII* we have offered different modes of play to the players so the scheme must have more active thinking of the players. You can play it over and over without thinking much about your strategy and combination of elements and all that, but it is very, very slow. By having active thinking or involvement in the game it is much more fun and the harder you think the better you can play. It is not simply easier or harder."

Kitase-san said the idea for *Final Fantasy VIII*'s fascinating card game came from Japanese life. "The rules and content for the game were original. The card game concept has come from Japanese life because card trading is popular and many children do that and some people make it as a hobby so we thought that in the *Final Fantasy VIII* world we would like to set a situation where the card trading was popular. For those card games, there are usually local rules, and that should be

for example: much improved visuals but the same old music – that's not very good balance. As you see more realistic characters playing the roles in the game you have to have a very sophisticated scenario, you cannot have simple comical gags as the script or narration are concerned. When the character expression is more sophisticated you have to have them speak more sophisticatedly."

Does Square believe the PlayStation2's powerful emotion engine can allow characters with artificial intelligence and an end to scripts? Scenario Writer Nojima-san hopes not. "That may be possible, but since I am in charge of the script, I will be jobless!" Kitase-san adds: "It may not be a very far future that just one character in the story maybe equipped with artificial intelligence but I think it is pretty difficult to make all the characters have artificial intelligence and that could be a very faraway future."

There's also vast possibilities offered by PlayStation2's new Dual Shock controller, which offers analog buttons. The Editor of



reflected so the notion is that in the *Final Fantasy VIII* world cards are fun."

With *Final Fantasy IX* already in development for a PlayStation release next year, plus Square revealing a PlayStation2 instalment underway, Nojima-san said the *Final Fantasy* series will continue to evolve but hold onto its emphasis on strong storylines. "What's common in the story is that we would like to express the daily life's emotional pieces – for example, sadness, happiness, rage, or whatever you feel, into those characters. Along with the development of the hardware, that's the basic plan we intend to stick to."

Looking to the future, PSM is keen to hear Square's plans for *Final Fantasy* on PlayStation2.

Naora-san stressed Square will not simply be focusing on improving the visuals. "You have to strike a total balance. As for the game technologies concerned, we would like to incorporate the frontier technology in the latest version, but if that's incorporated without too much thinking, that's very odd. You always have to look at the total balance,

PSM's UK cousin suggests analog control could be incorporated into *Final Fantasy* very usefully. Kitase-san responds that it had been Square's policy that the *Final Fantasy* series did not demand quick reflexes from the players. "If it is too much reflex-orientated or if the timing is too critical for the players, not many people can enjoy it. That was the basic idea. However, your suggestion is quite interesting, we haven't thought about it, but the touch of the button could be a good idea. For example, the message button, if you press hard on yes, then it could mean a big yes, if you press lightly, it could mean a small yes, that could be interesting."

With two new *Final Fantasy* games on the drawing board, there seems no end to the world's most popular role-playing series. But does Square ever envisage a 'final' *Final Fantasy*? Nojima-san: "Every time we produce a new *Final Fantasy* we think it's going to be the last *Final Fantasy*." PSM certainly hopes not.

Turn to page 56 for our *Final Fantasy VIII* PlayTest.

Square in Good Shape



Mr Square himself, Tomoyuki Takechi.

In addition to chatting with the *Final Fantasy VIII* development team, PSM also got the chance to interview Square's President and CEO, Tomoyuki Takechi (left), about PlayStation2, the *Final Fantasy* movie and Square's plans to release more PAL titles in Australia.

"This year is going to be an extremely exciting one for us," begun Takechi-san, who joined Square in 1996. "This year we launched *Final Fantasy VIII* in February in Japan and it marked the record for a PlayStation title. Besides that, we launched *Saga Frontier 2*, and *Legend of Mana* as well as *Chocobo Racing*. We have a lot of hit titles this year." Takechi-san said 25 per cent of PlayStation owners in Japan have bought *Final Fantasy VIII*, and early sales in the US are surpassing *Final Fantasy VII*.

One of the standout titles at the Tokyo Game Show was *The Bouncer*. It is a free roaming beat 'em up adventure with incredible graphics. In the demo on display at the show, you could pause the action and spin the camera around the fighters while they were mid-air, reminiscent of *The Matrix*. "Today *Bouncer* is the only title we can show you with the PlayStation2," said Takechi-san, "But I can announce that there are seven titles under development already for PlayStation2, including something from the *Final Fantasy* series. Together with the March launch of PlayStation2 here in Japan we're going to launch several PS2 titles and we would like to follow that activity up in North America as well as in Europe [and Australia]." Seven titles! Exciting stuff, indeed.

Takechi-san said PlayStation2 offered Square incredible opportunities to develop innovative experiences. "The PlayStation2 in terms of visual presentation is much superior compared to the previous model." He said Square was going to aim to produce movie-like experiences, which moved players. "PlayStation2 is more capable to carry the facial expressions more vividly. Perhaps in *The Bouncer* you have seen their facial expressions – happiness, sadness, rage. They are expressed extremely well. Let me just say there are characters or roles in the scenario that would laugh or cry or they may even shed tears and I think as a player you can put more of your feeling into them. Perhaps it's as if the player is in the movie world and you play in that space for a relatively long time. That is the trend we would like to tap."

For those who grumble that Square's entire prestigious Japanese catalogue of games haven't been released in Australia, Takechi-san's announcement of a European Square office should be excellent news. Square's commitment to Europe should ensure more titles get PAL conversions. Takechi says PAL regions are "a very important market for us". "We were glad that we made a tremendous success with *Final Fantasy VII* in Europe [and Australia] and we hope that *Final Fantasy VIII* will be even more successful." Takechi-san added that he believed Square's games were unique, and he wanted everyone to be able to enjoy them.

Takechi-san confirmed there is a "full CG (computer-generated) *Final Fantasy* movie under production at our studio in Honolulu, Hawaii". The plan is to launch it worldwide by the year 2001. Square has signed a distribution deal with Sony's Columbia Pictures empire. "The theme is common to the *Final Fantasy* games – that is love and friendship and I hope you like the CG movie as well as the games." Square plans to link the DVD version of the movie with a PlayStation2 game, but the film and the game will not have the same storyline.



PREPLAY

Tomb Raider:



Lara's back and looking better than ever. But whatever you do, don't call it *Tomb Raider 4*... So, just what is *The Last Revelation*? **Steve Owen** recounts his date with Ms Croft.

Along with putting on 10 kilos, Christmas has come to guarantee another tomb being raided by Ms Lara Croft. And 1999 is no exception as shop shelves bow under the weight of *Tomb Raider* discs this November.

It's perhaps best to describe *Tomb Raider: The Last Revelation* as a back-to-basics sequel, a game more spiritually akin to the first instalment than the third. It's back to Egypt for the entire game, with each level carefully linked by pre-renders and cut-scenes.

PSM played through one massive level and found *Tomb Raider: The Last Revelation* to be just as compelling as the original trilogy. The control system is identical, until you get to the inventory system that has been developed. It's now possible to combine items such as a pistol and a laser sight so that you can accurately target distant objects. This is essential for solving some of the subtler puzzles. Some of the levels, particularly the temples daubed with detailed hieroglyphics, look stunning. Most of the maps are still unpopulated, but the architecture is impressive.

Story-wise, it's almost a case of spot the influence. Just like *Indiana Jones And The Last Crusade*, *The Last Revelation* begins with a young protagonist – a tutorial level with the buxom Lara at sweet 16, complete with double ponytails and what looks

like a girl scout uniform. Training is provided by Von Croy, a character Lara must leave for dead at the end of the level.

However, when the full game starts, it turns out (in true *Goldeneye* style) Croy survived the experience and is a little peeved that Lara abandoned him. He's probably been seething about it ever since. There's also what Core describes as "Mulder and Scully sexual tension" between Ms Croft and a character called Jean-Yves, whose paths cross throughout the game.

Of course, *Last Revelation* features the obligatory new moves, of which rope utilisation is of most interest. As well as shimmying up and down them, ropes can be swung to reach distant platforms. Appeasing the RSPCA, there are fewer animals in this game. Instead, the Egyptian undead make an appearance. The skeletons are particularly annoying, as they can't be killed. Instead you have to try and knock them down pits. Nobody does it better.

Cosmetic enhancements? A swinging ponytail and ears were Lara's previous improvements. Now her mouth moves and she blinks.

Yep, it's more of the same in *The Last Revelation*, but Core's level-design skills are unsurpassed, and the game promises some hairy set pieces. Is there life after number four, though? You can be sure we'll let you know as soon as we do.



The Last Revelation

Tomb Raider: The Last Revelation is just as compelling as the original trilogy. As you can see here, some of the levels are stunning featuring temples daubed with hieroglyphics.

PSM OPINION



With more varied puzzles, a completely new graphics engine and Lara a sweet 16 years old, it is the strongest *Tomb Raider* story so far.



The entire game is set in the one location.



Let's face it. Core hasn't let us down with *Tomb Raider* yet.

LeMans24Hours

It's regarded by many as the ultimate test of man and machine. One full day of Hell on Earth, it is the Le Mans 24 Hours. This is the race that attracts the cream of the racing fraternity, oh, and **Mr Andrew Iredale...**

For all its glory, the Le Mans 24 Hours race, or '24 Heures du Mans' as it is known in the native tongue, is not widely known. Held once a year in the middle of June, its infrequency means the more glamorous Formula One races overshadow it throughout the rest of the year. But that doesn't mean the competitors put in a lesser effort. They spend all year working to create a super car that will only last for one day, and that's if everything goes according to plan. The challenge is not only to make a car that will survive for 24 hours being raced at 100 per cent, but also to be able to drive it for such a time. This truly is a test of endurance for both man and machine – in this year's race, less than half of the 48 entrants managed to cross the finish line.

The Le Mans 24 Hours is steeped in tradition. The first race was held in 1923 at the Sarthe circuit in France, and it has been held at this historic racetrack ever since. The existing track is represented in the game and is 13.6 kilometres in length, much of which is usually public roads. In addition to this massive circuit, there are five other tracks approved by the official Le Mans 24 Hours organisers and, once you've mastered them, the opportunity exists to race them backwards. The extra tracks are more the size of an average racetrack and are all quite well designed. Using some common stretches of tarmac, there are some with lots of sharp turns and others with long, sweeping curves that beg you to go flat-out.

The game offers a choice of Arcade, Championship and Endurance modes and does include a full 24-hour race if you're truly dedicated. Thankfully your progress can be saved to memory card. The Arcade game gives you a quick race with no pit stops and few options, but the other modes are far more interesting. One of the major features of the game is that it compresses 24 hours into whatever length of race the player

chooses. As you race, the sun sets, creating glare from the west. At sunset the sky gradually darkens and your car's headlights come on, then in the morning the sun dazzles you from the other end of the track. The result is gradual but very effective and gives you a good sense of 'being there'. Likewise, the action on the track is never predictable, and you must keep an eye out for caution flags warning of accidents or oil on the track ahead. The weather also plays a part, so you'll have to carefully consider your tyre choice if you don't want to end up in the sand traps. Not to mention the array of setup options, including aerodynamics, steering sensitivity, gear ratios and more.

Another great feature is that the cars suffer damage, both to the body and the engine. If you drive too hard for too long, the engine will overheat and your race will end prematurely. This means keeping an eye on the revs, and you can adjust the rev limit during the race with the **L2** and **R2** buttons – perfect if you like to select automatic. As you catch up to another car, wind up the revs to give you that little bit extra acceleration and speed, but when the engine temperature rises and the warning light flashes, you must back off to let it cool down, or risk a spectacular engine fire. In addition to this there is tyre wear and fuel levels to worry about, all contributing to why victory at the Le Mans 24 Hours is such an awesome achievement.

The cars in the game are all very potent little rockets. Even the slowest



Le Mans 24 Hours offers a choice of race modes, including a full 24-hour race for the truly dedicated. The sun gradually fades as the day becomes night and your car's headlights come on.

car in the GT2 class packs quite a punch and takes off from the starting grid with a neck-snapping jolt. There are three categories to compete in: GT2, GT1 and Prototype, but of course you will have to succeed in the lower classes before being offered a ride in the faster cars. In the championship mode other teams will notice your performance, and if you do well they will soon clamour over each other to sign you up for the next season. By the time you reach the wicked-slick GT1 models, you will have had plenty of driving experience and should be able to fling these high-powered beasts around at a great rate of knots.

In replicating the famous Sarthe circuit, the developers photographed every inch of the real thing, and the resulting high-resolution 512 x 240 graphics are quite impressive. Twenty-four teams are included, with a total of 48 cars available to drive, and performance specifications provided by the actual teams. So complete is this *Le Mans* simulation that you may want a co-driver for the long races, but there is the good old two-player split-screen affair to keep your friends amused.

With so many driving games available for the PlayStation and more coming every month, it is nice to see one that tries to offer something different, and in this respect *Le Mans 24 Hours* certainly succeeds. Not only does it offer a real-time 24-hour race, it immerses you in the whole motor sport experience with the team and progression options. This could well be the racing game you buy along with *Gran Turismo 2*.

PSM OPINION



They've thought of everything and added some more. This is the ultimate endurance racing game.

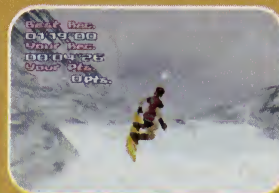
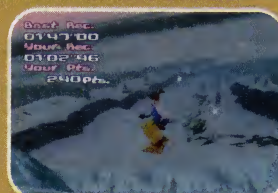
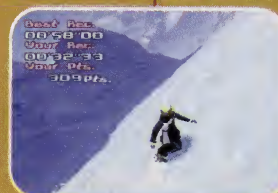
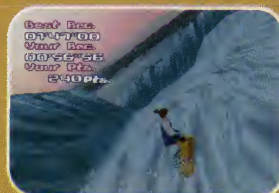
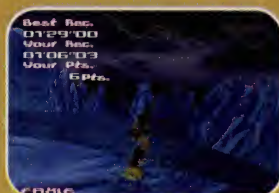
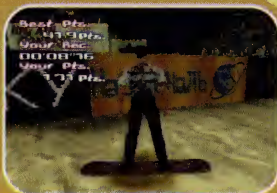
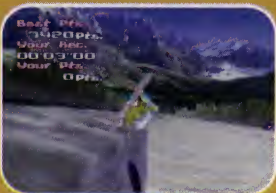


The high-resolution graphics do cause the frame rate to drop, resulting in a sometimes jerky appearance.



The 60-lap *Gran Turismo* race was a mere warm-up session; this is the real thing. Yes, you can choose to drive a full 24-hour race if you're mad enough!

PREPLAY



PSM OPINION



Amazing Replay Edit Mode, real variety, snowboarding zombies and a smooth mover.



A slow options screen delays the real action, and it occasionally slows down in detailed areas.



Even though it's not the most polished game in terms of presentation, it has real spark and an endearing sense of humour. If it can smarten itself up a bit, this could take over from *Cool Boarders* as the emperor of the slopes.



Trick 'N Snowboarder

Capcom dons groovy snow gear and thermal underwear to give us the first real contender for *Cool Boarders*' crown. **David Harrison** breaks the ice...

Cool image, sexy alpine hunks and chunky knitwear — snowboarding has it all. But if you're not called Zak, or can't nip over to New Zealand every weekend, snowboarding can seem like a closed world. What's it like to throw yourself down a snowy cliff with nothing but a piece of wood strapped to your feet? Get a taste for it in the comfort of your own home with Capcom's latest ice sculpture. While we're already well served by Sony's *Cool Boarders 3*, *Trick 'N Snowboarder* is poised to become the latest addition to the boarding selection pack.

From what we've seen so far, the developers have managed to inject both humour and variety into this snowboarding sim. There are four modes on offer — Alpine, Halfpipe, Snowboard Park (littered with ramps and obstacles) and One-Shot Ariel, where you get to jump spread-eagled... These are scattered over 10 international courses, from Argentina to New Zealand. You pick these challenges separately in Free or Versus Mode.

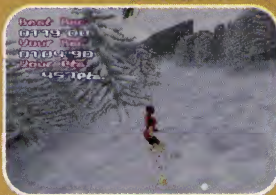
There will also be a Scenario Mode, which will see you performing on the slopes

for the makers of a snowboarding video. If you don't pull off the raddest tricks in front of the camera, the director will have a tantrum, the cameraman will get all emotional and your tour will be over.

Once you've honed your skills, three characters from *Resident Evil 2* can be unlocked. Leon and Claire show off their previously untapped carving skills, but the zombie cop lets the undead side down. If all that isn't enough, there's a Replay Edit Mode as well.

When it comes to controls, gravity-defying airs can be pulled off with minimum fuss, but timing is everything on the later courses — which should give the game a well-crafted learning curve. Combining the analog and shoulder buttons to steer takes a bit of getting used to. If the controls become more instinctive, it will leave more room to express yourself in the air with your fakies and 720 cripplers.

Despite being a bit scruffy round the edges at present, this looks set to be an awesome sim that really takes it to the max, etc...



If Capcom speeds up the action on the slopes and fine-tunes the graphics, it might just knock *Cool Boarders* off the top...



Games round-up

Not enough gaming action for you yet? Then let us mercilessly tease you with our regular peek at the other titles to hit the game-store shelves any minute now. But don't worry, we'll review them fully in future issues.

THRASHER: SKATE & DESTROY

Publisher: Jack Of All Games | Developer: Rockstar | Release date: January | Origin: US | Style: Skateboarding sim | Players: Two



A promising 3D skateboarding sim that couldn't have been released at a worse time, hot on the heels of the brilliant *Tony Hawk's Skateboarding*. But it's looking solid, very realistic and the inclusion of the police is an interesting feature. Apart from mastering a massive 86 real-world tricks, competing for

sponsorship and magazine covers, and skating world-famous spots like China Banks, your skill and stamina will be tested by avoiding the boys in blue. You can't get much more realistic than that! It's also got a rad hip-hop soundtrack. Maybe Mr Hawk has some competition after all. **RY**



MUSIC 2000

Publisher: Ozisoft | Developer: Codemasters | Release date: November | Origin: UK | Style: Music creation | Players: Four



The original made a thousand bedrooms thump, but this looks even better, adding a multiplayer mode and enabling you to add samples. You can sample from any audio CD up to 30 seconds at a very decent quality of 20KHz, or get four mates and enjoy the Music Jam Mode. After assigning

noises to buttons, players can loop, swap or trigger sounds. The presentation is more workmanlike and the controls are improved. While the samples are still biased towards throbbing beats, indie and rock get their own proper range of noises, and all are of much higher quality. **PW**



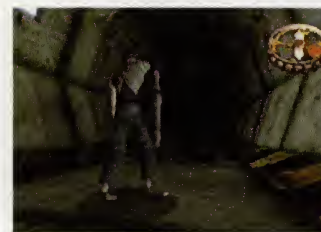
HELL NIGHT

Publisher: GT | Developer: Atlus | Release date: Out now | Origin: Japan | Style: Action adventure | Players: One



After a subway accident, you're trapped underground with an "unimaginable horror" lumbering after you. The zombie looks ridiculous, and almost manages to destroy any tension that the game is so desperately trying to convey. It's an odd mix of flick screen point-and-click adventure and first-person

roaming. In the opening screen you have a crowbar and a locked escape hatch, and the puzzles after that mind-bender remain worryingly familiar. Lots of work has been lavished upon the FMV, but then the dialogue has spelling mistakes like "reserch" facility. Now that's scary. Go for *Res Evil 3*. **JH**



BARBIE RACE AND RIDE

Publisher: Sony | Developer: Mattel | Release date: December | Origin: US | Style: Horse riding adventure | Players: Two



Unsurprisingly, this is aimed squarely at young female gamers. It's oozing with wholesome American-pie goodness. You ride your chosen steed around fields, peaceful forests and untouched beaches while getting into adventures and playing mini-games or racing. Jumping over obstacles and

guiding your horse around the circuits might be fun for half an hour, but the game is very limited. Even if I was 15 years younger and of the fairer sex, I still reckon I'd be bored very quickly. However, Barbie fans will have the final say in the success of this new direction for PlayStation "entertainment". **RY**



EUROPEAN PGA GOLF

Publisher: Ozisoft | Developer: Gremlin | Release date: November | Origin: UK | Style: Golf sim | Players: Four



Rather than the digitised pros of *Tiger* or the cartoon sprites of *Everybody's*, *EPGA* stars polygonal golfers complete with lurid jumpers and dodgy hats. Gremlin is trying for a high level of detail, but at present this has led to coarse textures, considerable jerkiness and unfinished-looking trees and

hedges cluttering the view. The ball physics are eccentric to say the least, as careful iron shots ping off the apron of the green and drives run on without a hint of friction. The swingometer gauge is all too familiar but requires plenty of rhythm. At least the Peter Alliss commentary is wonderful. **PW**



FIGHTING FORCE 2

Publisher: Ozisoft | Developer: Core | Release date: November | Origin: UK | Style: Fighting adventure | Players: One

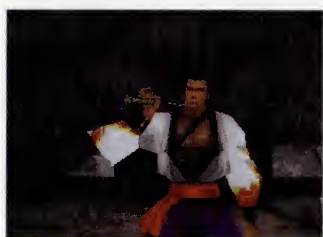


This sequel to a multiplayer scrolling beat 'em up is a strictly solo affair. You play Hawk Manson and have over 20 weapons at your disposal, including flame throwers, machine guns and fire axes. But ammo is scarce so there's still hand-to-hand combat. Plus, firing off noisy weapons can

attract unwanted attention. You face over 50 enemies including mutants and garden-variety troops. Some will charge headlong into battle, while others might flee to seek assistance or just simply trigger an alarm. There are over 20 stages and the maps are huge. Looks good. **JC**

**RONIN BLADE**

Publisher: GT | Developer: Konami | Release date: November | Origin: Japan | Style: Fighting adventure | Players: One



A ronin is a lordless samurai, and this game offers puzzle-solving and a raft of bloody violence. There's a female or male character, and a mish-mash of genres, with RPG elements and 3D hack 'n' slash action. The characters feel unwieldy because you have to ensure they're facing the right

way before fighting. At certain points, you encounter friendly characters and, as you indulge in swordplay with them, they tell you where you're going wrong and offer new moves. This is a big plus in a game that will demand patience and careful following of the story to get the best out of it. **SB**

**DISNEY'S ACTIVITY CENTRE: A BUG'S LIFE**

Publisher: Sony | Developer: Disney | Release date: December | Origin: US | Style: Kids plaything | Players: One



The grasshoppers are planning to crash the ant harvest festival, so Flik asks a PlayStation youngster to collect items for a secret invention. This activity centre is not really a game, but kids should find it entertaining and amusing. Graphics and sound are high quality, and there's plenty to see and do by

clicking around the screen. You visit locations like the city, ant island and PT Flea's Circus, and complete simple tasks and earn items for Flik's invention. Players can also take photos of bugs, and receive educational material. They can also make their own puppet show. Hardly revolutionary, but appealing. **JH**

**FIFA 2000**

Publisher: EA | Developer: EA Sports | Release date: November | Origin: Canada | Style: Soccer sim | Players: Eight



The question on most people's lips, year after year, is how can FIFA be improved? Well... Players are more attuned, especially in the set pieces, and run realistically depending on where you're putting the ball. In set pieces the arrow has been replaced by button choices, allowing deeper,

more reactive play. Shielding allows you to hold the ball up so your team mates can charge up the wing. Facial details are amazing. Stadiums have been rejigged, and there's different crowd intensities according to the game's progress. Commentary is now also more forward-looking. **DM**

**WARPATH: JURASSIC PARK**

Publisher: EA | Developer: Dreamworks | Release date: November | Origin: US | Style: Dino beat 'em up | Players: Four



Cinema's Spielberg-reared lizards against each other in a clawing, tail-swiping, neck-biting deathmatch. It offers the usual arcade, versus and survival modes, but also team battle, practice, a FMV theatre and a Dinosaur Gallery – a veritable who's who of prehistoric brutality for the 14 dinos.

Each has its own unique abilities, strengths and weaknesses. The T-Rex compensates for its wimpish arms with a strong bite and tail attack, while the Velociraptor makes up for its size with speed and a claw attack. There's also special moves and combos, but it looks primitive. **DE**

**THE WAR OF THE WORLDS**

Publisher: GT | Developer: Pixelogic | Release date: December | Origin: UK | Style: Sci-fi shooter | Players: One



Kitsch as Jeff Wayne's magnum opus sounds now, everyone knows the tunes to the musical version of War and they provide an eminently suitable accompaniment to annihilating ETs. The historical setting distinguishes this from your typical alien blaster, since there are no laser cannons. You're

dropped straight into the fray with only a gatling gun, so you must shoot accurately. There are 14 missions in which you drive around and collect manpower and items and shoot Martians. Visuals are horrid, missions are simplistic, and it could do with a lot of work before release. **SM**





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Whatever it costs when the PlayStation2 is released in Australia next year, it will be worth every cent. This machine is the future of home entertainment.

At the recent Tokyo Game Show, thousands of mad Japanese gamers flocked to get their first glimpse of the box and play the machine's first titles. Games included *Tekken Tag Tournament*, *Gran Turismo 2000* and Square's *The Bouncer*. Even though most games are not even half finished, they are incredibly dazzling and superior to anything previously seen on PCs, consoles or even the arcade.

Developers have been unanimous in their praise for the awesome power of the PlayStation2 hardware, and promise new types of games that were impossible on PlayStation hardware.

There's no doubt that PlayStation2 is the most powerful videogaming platform ever. Plus there's the bonus that it can play DVD movies and music CDs, and connect to other devices like modems, keyboards and digital cameras. It also doesn't look like any console you've seen before.

The PlayStation has now sold over 60 million units around the world, so to say the PlayStation2 is highly anticipated is like saying the PlayStation has been "somewhat popular".

PlayStation2 will launch in Australia in Spring 2000. Sony Computer Entertainment Australia Managing Director Michael Ephraim said he expects the cost to be around \$700-\$800. PlayStation was \$699 on launch in Australia in 1995, so the PlayStation2 with its extra capabilities should represent good value for money, especially considering most DVD movie players currently cost over \$1000.

PlayStation2 will launch in Japan on March 4, 2000, with an amazing initial week's shipment of one million units. It will cost 39,800 Yen. *PSM* plans to join the thousands of Japanese punters in the queue for a machine so we'll be able to report on the console's games in the lead-up to the Australian release.

The PlayStation2 comes with a new Dual Shock controller that has analog buttons, meaning that a soft touch could result in a different result to a hard press of a button. It also comes with a new 8Mb Memory Card that can transfer information 250 times faster than current PlayStation Memory Cards.

Of course the PlayStation2 is fully backwards compatible with the original PlayStation, meaning that you'll be able to enjoy all your PlayStation games on the new machine, as well as use your existing peripherals.

The good news for movie watchers and music fans is that PlayStation2 supports Dolby Surround and DTS sound systems, as well as featuring a digital out socket so you can connect it to your hi-fi.

As Sony has previously revealed, a modem will not be built-in. But PlayStation2 has been designed to make the most of the Internet. Sony says it plans to make games that support multiple users online. It also foresees connecting users to a broadband network via high-speed cable to download game content. In 2001, Sony plans to sell an expansion module to be used as a network adapter to support downloading content to enhance games.

The future is bright.



Heading for a Spring 2000 launch here in Australia, the PlayStation2 is expected to have at least a dozen titles to choose from to showcase the beast, including *Gran Turismo 2000* and *Tekken Tag Tournament*.



Sony's Modem Operandi

PSM recently caught up with Sony America's vice president of third-party research and development, Phil Harrison, to talk about the PlayStation2.

Harrison explained why Sony has chosen not to feature an internal modem. "The technology for communications is very dynamic at this time. If we were to include a 56K modem when we launch, it would be obsolete by the time the console comes out. In addition, the kind of connectivity needed depends on the kind of consumer. If you are interested in Web browsing, then a 56K analog modem will be more than sufficient. However, if you want the richest multiplayer online gaming experience with voice-over and video-over data in a real-time experience, you'll want an ISDN or cable modem. The deployment of these modem connectivity options is very regional — even within the US. Some parts of the country have good deployment of cable modem, some have never heard of it. We're taking a 'wait and see' approach, and by using PC Card and USB it gives us the broadest set of options and the cheapest possible way of deploying new technology into the machine."

Harrison said the digital inputs would allow amazing flexibility. "The most important thing is digital media in as well as out. What I mean by that is taking a digital camera feed and plugging it into the new machine and then getting that content manipulated inside the game in real-time. For example, in a sports product you could paint your face on to the character and you could be inside the game."

Harrison said there will be a massive range of peripherals available for PlayStation2. "USB gives us options like keyboards, mice, hard disk drives, floppy disk drives, microphones and speakers. The PC Card gives us access to a ton of different modem types, flash memory and removable storage drives. We are not saying that you will plug these devices in, but that you can plug these devices in. It's a very important distinction. We did not want the future marketing of this machine to be constrained by technology. That's why we've adopted these standard interfaces."

Harrison predicted what DVD means to the videogames

you'll be playing. "Think of a driving game — *Gran Turismo*, the best driving game around on PlayStation. Every time you drive down that road, you see a tree and another tree and another tree — they're always the same. What if I could fractally generate a tree so that every time I drive around that track, each tree is different?"

It's this attention to detail Harrison is evidently keen on. "Another example is rather than an artist working out the level design and setting out where the hills go, how about using a fractally-generated landscape that went on in real-time forever? You could have a planet with rivers, lakes and oceans, hills, mountains and deserts. You could have a billion planets that you could fly around, each planet could have its own indigenous creatures that could swim, fly and walk. At the beginning, games will be the core offering to the market as that's the easiest thing to communicate to the largest number of people. Over time, we'll start to expand the definition of what a game is and bring out other products that aren't traditional game products."



The Games People Will Play

The PlayStation2 will launch in Japan next March with 12 games. Hopefully there'll be even more titles for the PlayStation2's Australian launch in Spring 2000.

More than 200 companies around the world have announced their support for the new platform, including prominent game publishers and big names from their entertainment arena. In Japan, 89

publishers have signed licence agreements to develop content for the PlayStation2. There are also 46 North American companies and 27 European developers signed.

The long list of developers includes Acclaim, Activision, Argonaut, Capcom, Codemasters, Core, Crave, Disney, Dreamworks, EA, Eidos, Enix, Eurocom, GT, Hudson, Infogrames, Insomniac,

Interplay, Fox, Konami, LucasArts, Midway, Namco, Naughty Dog, Oddworld Inhabitants, Shiny, Sierra, Square, Taito, Take 2, Tecmo, THQ, Titus, UbiSoft, and Universal.

Here are the games leading the PlayStation2's charge into the new millennium. All were shown at the Tokyo Game Show in playable demo or video form.

Gran Turismo 2000

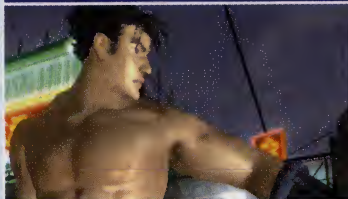


Developer: **Polyphony**
Style: **Driving simulation**

Gran Turismo Producer Kazunori Yamauchi says *GT 2000* is only around 30 per cent complete, but already it is looking sumptuous. The cars are amazingly polished and detailed, and the lighting effects are incredible. On the track PSM played, there's a fully detailed city to drive through at sunset. There were six cars hurtling around the track with no slow-down, and in replay mode you can see the heat coming from the tarmac, blurring the cars in the distance. Brilliant.

The controls are very sensitive suggesting *GT 2000* will require much skill and patience from players. The game will certainly benefit greatly from the Dual Shock 2's analog buttons – the harder you press the accelerator button, the faster you'll go. With the tight deadline of March 4 in Japan, PSM is expecting the game will be a visually juiced up version of *Gran Turismo 2*. Kazunori-san confirmed as much when he said Polyphony also plans to release a *Gran Turismo 3* for PlayStation2. Nevertheless, this will no doubt be the finest driving simulation the world has ever seen and a must-buy when you pick up your shiny new PlayStation2.

Tekken Tag Tournament



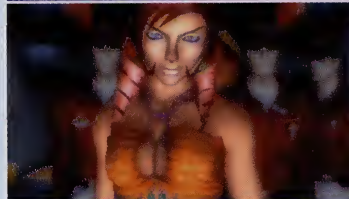
Developer: **Namco**
Style: **Beat 'em up**

Probably the most visually stunning game at the Tokyo Game Show, Namco's *Tekken Tag* is startling. The fighters are very fast and so detailed you can see every muscle ripple and even distinguish Xiaoyu's individual eyelashes as she cheekily smiles at you. In the backgrounds there are temples, mountains and palm trees, and spectators cheer and fireballs lick the sky.

As players of the arcade version know, the tag feature enables you to select two characters at the start of a bout, then switch between them during battle. You can hit a character, quickly swap characters and then thump them again before they've even hit the ground.

There will be over 30 characters to choose from, including all your favourites from *Tekken 3*, and the welcome return of many *Tekken 2* fighters. It's not exactly *Tekken 4* – more like *Tekken 3.5*, but Namco have given a glimpse of the future possibilities of beat 'em ups on the PlayStation2. When they have time to include a host of new moves as well as the amazing visuals, fighting fans will be in for an absolute treat.

The Bouncer



Developer: **Square**
Style: **Beat 'em up adventure**

Square are developing an amazing seven titles for PlayStation2, but *The Bouncer* is so far the only project that has been unveiled.

And it's really exciting stuff. PSM has seen seven fighters in *The Bouncer* pummeling each other, leaping over tables, breaking chairs and throwing them around.

The game blends action and fighting like *Fighting Force* or *Final Fight*, with settings including Chinese bars and train stations. Up to four players can play at once. In the demo, the action was paused as characters were mid-air, and the camera spectacularly swept around the fighters à la *The Matrix*. The graphics are just superlative. There's an amazing sequence with a train crashing through a subway wall, a massive explosion, a fire, and water pipes bursting and starting to fill the underground station while the characters scramble out.

Square's "Seamless Action Battle System" means that players will roam from adventure sequences to fighting sequences without intermittent cut-scenes that look out of place.

New Ridge Racer



Developer: **Namco**
Style: **Arcade racer**

Stunning. Namco's new *Ridge Racer* looks like the high-resolution CG intro to *Type 4* but in real-time. There are sparks flying, jumps, more realistic looking vehicles, and exciting 360-degree skids. Action is very, very fast, with four cars battling for supremacy. The city environment is incredibly detailed – just so solid and convincing.

Hessen



Developer: **Hoei**
Style: **Strategy**

An incredible strategy simulation with massive epic battles and countless horse-bound warriors. There are dozens of horses and bodies littering the massive plain as two huge armies square off on the grassy field.

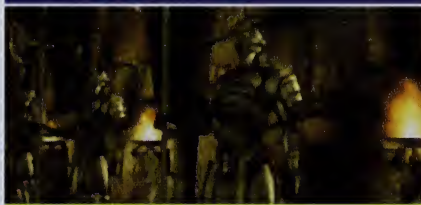
Street Fighter EX3



Developer: **Capcom**
Style: **Beat 'em up**

Early days for Capcom's next 3D *Streety*, but it does look promising, with very fast movement, tag-team features complete 3D characters and backgrounds. There'll be over 20 fighters including Chun-Li, Ryu, Blanka and Jack belting the stuffing out of each other.

Eternal Ring



Developer: **From Software**
Style: **Shoot 'em up adventure**

A medieval first-person shooter featuring massive dungeons to explore. There are guards to dispatch and even massive fire-breathing dragons. The demo was impressive from the rich and varied textures to the knight's armour and stone walls. The castle walls never pixelated, even very close up.

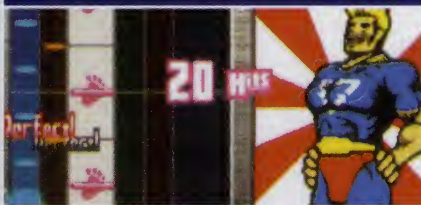
Dark Cloud



Developer: **Sony**
Style: **Role-playing**

This game should be PS2's first epic RPG. An intriguing feature is the ability to create your own town, slapping down items like houses, churches, paths, bridges, windmills, and even contouring the landscape and creating rivers and lakes. And to show off the power of the PS2, you can instantly switch between building and walking through your new creation.

Drum Mania



Developer: **Konami**
Style: **Music**

Like *Beat Mania*, the graphics are not what *Drum Mania* is about. But there's no doubt it is loads of fun. It will be bundled with a brilliant virtual drum kit, complete with drumsticks, five drum pads and a pedal. It requires lots of coordination – you must drum the on-screen prompts in time with the music. Music includes ska, pop, rock, blues and techno.

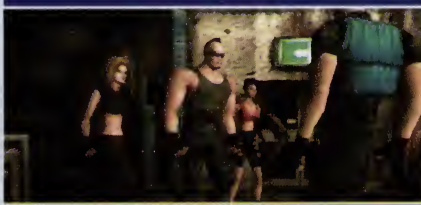
Onimusha



Developer: **Capcom**
Style: **Action adventure**

An atmospheric creature-slasher set in 16th century Japan. The action takes place in a castle, with players having to battle monsters in order to save a princess. You have to be quick because there's a time limit, but the 20-odd different types of enemy and puzzles will make it tough to progress through the castle.

X-Fire



Developer: **EA**
Style: **Action adventure**

A third-person adventure shooter in the *Duke Nukem: Time To Kill* mould. Players have a choice of male or female characters and there's a sniper mode to pick-off faraway enemies. Looks promising.

Work In Progress

Here's a selection of leading developers and what they are currently working on for PlayStation2. There's over 120 games currently in development in Japan, but many of these are obscure titles like train simulations and mah-jong (that weird Chinese game similar to rummy) that will not be released in Australia, so PSM has tried to focus on titles that are most likely to receive an Australian release.

Acclaim

Has started developing PlayStation2 titles. Expect them to announce a sequel to boarding racer *Trickstyle* soon.

Activision

Expected to announce *Tony Hawk's Skateboarding 2*.



Tony Hawk's Skateboarding 2 is a likely release for the PlayStation2.

Bizarre Creations

Working on cute shoot 'em up *Furballs*.

Capcom

Has announced action adventure *Onimusha*, beat 'em up *Street Fighter EX3* and is working on the next in the *Resident Evil* series.

Bidos

Action adventure *Soul Reaver 3* is a certainty.



Work In Progress

Electronic Arts

Shoot 'em up adventure *X-fire* was shown in Tokyo, and no doubt we'll see *FIFA*, *NBA*, *Madden*, *Tiger*, et al.

Enix

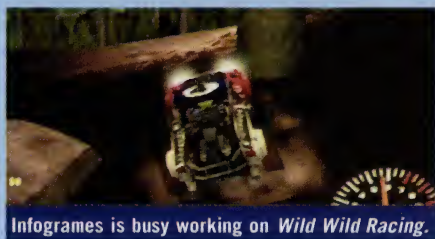
Working on a number of titles, including the dancing action of *Bust-A-Groove 3* and RPG *Star Ocean 3*.

From Software

Mech combat game *Armored Core 2* is in development alongside action adventure *Eternal Ring*.

Genki

Will offer role-player *Jade Cocoon 2: Story of the Tamamayu*.



Infogrames is busy working on *Wild Wild Racing*.

GT Interactive

Will release *Driver 3* on PS2 (*Driver 2* will be on PlayStation with four new missions). While PC-stomper *Unreal* is on its way to the PlayStation, the full multiplayer Tournament version is confirmed for PS2.

Hudson Soft

Working on beat 'em up *Bloody Roar 3* and the madcap multiplayer *Bomberman 2001*.

Infogrames

Working on *Wild Wild Racing* with *Rage*.

Hoei

Offering the medieval wartime action of *Kessen* among other titles.

Konami

Allegedly working on dozens of PS2 titles, including *Drum Mania*, soccer sim *ISS 2000*, a new *Gradius* game, *Microsoft Flight Simulator* and maybe a certain sequel set in New York...



Blown Away

"The Emotion Engine will allow us to finally realise our creative vision — that of generating true feeling and emotional attachment within an interactive environment. We have always had to consider the limitations of the hardware; with the PlayStation2 we'll be limited only by our imagination." — *Charles Cecil, Revolution*

"The PlayStation2 represents a tremendous technical achievement and Eurocom is delighted to announce its support for this platform. Sony's hardware specification for the PlayStation2 offers a huge increase in performance over existing generation technology." — *Hugh Binns, Eurocom*

"PlayStation2's technical achievement will for the first time allow interactivity to compete not only visually but also emotionally with motion picture films. No one as yet is fully aware of just how big a step forward the PlayStation2 represents for the videogame industry. Ascendant compatibility with the original PlayStation games is without any doubt the smartest marketing choice ever made by a console manufacturer during the last decade." — *Stephane Baudet, Managing Director, Eden Studios*

"We're gonna make this machine hum and are excited by the possibilities this brings to our game designers. Already we have prototype games running that put PC games to shame. We enjoy the challenge of extracting the maximum performance from new machines. We are delighted to be able to work on PS2 from the outset and there is an awful lot of performance potential for us to exploit." — *Jez San, Argonaut*

"PlayStation2 represents an ideal platform for developing the next generation of computer gaming. The leading edge graphics system is far superior to anything else. Also important is PlayStation2's focus on Emotion enabling us to concentrate on producing unique titles worthy of this stunning hardware achievement. The unparalleled power of the PlayStation2 coupled with creative development will result in the next generation of computer gaming, producing titles that not only look stunning but also have depth, emotion and playability — a combination that has only been dreamt of." — *Peter Molyneux, Lionhead Studios*

"Discovering the PlayStation2 was a real dream come true. It most certainly meets all our expectations in its impressive achievements and our teams at Kalisto are very keen to create exciting new videogames to take full advantage of this leap in gaming technology." — *Pascal Jarry, R&D Manager, Kalisto Entertainment*

"PlayStation 2 must be regarded as a quantum leap in interactive entertainment, especially with the integrated DVD feature. Many current PSX users will upgrade and even more non-gamers will buy it for the DVD feature and soon become casual gamers." — *Axel Herr, Executive Vice President, Konami Europe*

Developers have been unanimous in their praise for PlayStation2.

"Finally, this 128-bit arena is allowing us to design and build the games that we originally envisioned when we started this company. It's our focus to expand the market of people who play videogames." — *Lorne Lanning, President, Oddworld Inhabitants*

"It is much more powerful than I was expecting. It has the potential to cross even more boundaries than the current PlayStation and bring in more people who would not have considered owning a 'game console'." — *Martin Edmondson, Reflections*

"Six years ago no one could have envisaged the impact Sony would have on the market with their 'PlayStation'. Sony didn't just open up a new world of games, they opened up a new universe. Now they present us with a box of tricks that has the potential to redefine home entertainment, and for once videogames aren't the poor cousin, they're the leading light." — *Stephen Hey, Corporate Communications Manager, Infogrames Entertainment*

"This is the first time over four generations of system that I've felt both excitement and fear at the same time. This is without doubt the biggest generational leap that I've seen, and I do mean that. I have fear, because I cannot imagine how long it is going to take to fill up the amount of data this thing can run." — *Jason Rubin, President, Naughty Dog*



The Force Is Strong In This One

Star Wars supremo George Lucas has been blown away by the power of the PlayStation2.

Lucas first saw the machine at May's E3 show and can't stop talking about it.

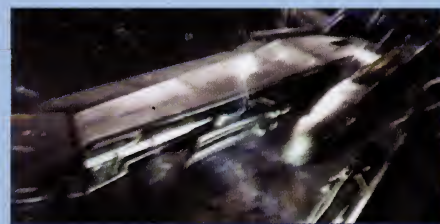
"We have a relationship with Sony, and we're desperately trying to get our hands on PlayStation2 so we can start developing games for it." Talking to the noted *Chicago Sun Times* movie critic Roger Ebert, Lucas was meant to be promoting *The Phantom Menace* but ended up enthusing about Sony's new machine.

"I just finished this movie, which is kinda state-of-the-art, you know," says an understated Lucas. "We were sitting there being extremely proud of ourselves and then they put this toy on the desk that is more powerful than anything we're using. It can re-create what we're doing in the movie. I mean, it's like we struggled for four years to get there and a year from now it's gonna be available to everybody. It's astounding."

"I was just as blown away! I looked at it and thought, 'This is going way too fast.' I can't keep up. It's mind-boggling. What they've accomplished is just beyond comprehension, if you know anything about computers. The characters aren't super photo-realistic, but they're way beyond anything you'll see in a videogame today."

Exciting news, especially with the follow-on news from a Japanese magazine that Lucas not only wants to develop an *Episode II* game for PlayStation2, but that it could even be possible to use the original CG data from the film directly on the PlayStation2.

Work In Progress



Gradius is one of Konami's upcoming PS2 titles.

Namco

Showed a new *Ridge Racer* and *Tekken Tag Tournament* in Tokyo, and also working on *500GP*.

Naughty Dog

Hard at work on a game that will not be a *Crash Bandicoot* sequel.

Oddworld Inhabitants

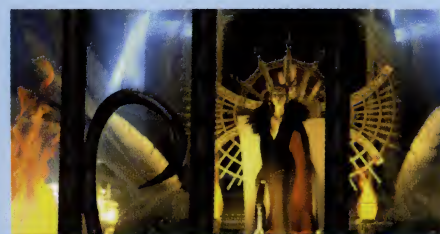
Developing two new titles: the innovative first-person action title *Munch's Oddysee* and real-time strategy game *Hand of Odd*.

Psygnosis

Working on a new *Wipeout* game.

Sony Computer Entertainment

Likely Australian release titles include RPG *Dark Cloud*, *Gran Turismo 2000* and the puzzle action of *IQ Remix*.



Square has announced another chapter in the *Final Fantasy* series.

Sony Music

Working on ninja slash 'em up *Tenchu 2*.

Square

The Bouncer was shown at Tokyo, and Square has announced it is working on six other titles, including another chapter in the *Final Fantasy* saga.

Titus

Offering *Roadsters Trophy 2000* and a *Robocop* game.

Tecmo

Working on dancing game *Unison*.

UEP Systems

Making a wicked new *Cool Boarders*. Valid!



No, this isn't the *Spice Girls*... It's in *Unison*.



TUNE OUT WITH **TWIX**

PLAYTEST

Can you believe the quality of games reviewed this month? For starters, arguably the two most eagerly awaited releases of 1999: monster shoot 'em up *Quake II* and *Final Fantasy VIII*, the greatest role-player ever. Add to that tasty pair, we also have *Spyro 2*, *Formula 1 '99*, *Crash Team Racing* plus *Mission: Impossible*. It's almost embarrassing. Enjoy.

PSM ratings

10 For games that are near-perfect. A must-buy.

9 Highly recommended, this is a great game to play.

8 Very good. Well worth considering as a title.

7 Not bad, but minor flaws mean we have doubts.

6 Fairly average. Not really worth purchasing.

5 The wrong side of average. We'd avoid it.

4 Looking pretty dodgy. Major problems here.

3 Very poor. Something has gone badly wrong.

2 Rubbish. An inept, short-lived game. Just crap.

1 Take CD from sleeve and use as coffee coaster.

REVIEWED New games

40 Winks	62	Pac-Man World	72
Ch'ship Motocross	77	Quake II	68
Crash Team Racing	60	Rainbow 6	75
Formula 1 '99	66	Sled Storm	74
Final Fantasy VIII	56	Space Invaders	77
Fisherman's Bait	76	Spyro 2	70
LMA Manager	76		
Lego Racers	76	Re-releases	
Mission: Impossible	64	Lucky Luke	76

The PSM team were so overcome by the return to form of *F1 '99* that they took size reduction pills simply to appear in this comedy intro page.





Publisher: Sony

Developer: Square

Release date: Out now

Origin: Japan

Style: RPG

Price: \$89.95

Final Fantasy VIII

It's time for role-playing game fans to put their life on hold. *Final Fantasy VIII* is finally here.

Square is the leading third-party publisher of videogames in Japan, which is the world's biggest game market. While we in the West currently don't get most of Square's games, that situation is thankfully changing due to the enormous worldwide success of *Final Fantasy VII*.

Final Fantasy VII became the first Japanese role-playing game to break through to a mainstream audience (with the possible exception of Nintendo's *Zelda*), as previously only a niche crowd appreciated RPGs. But with stunning animated sequences, variety in gameplay and four packed CDs to adventure through, *Final Fantasy VII* became an immediate smash hit.

The good news for the many thousands of *Final Fantasy* fans who have been patiently waiting for the English translation of *FFVIII* is that the new game makes *Final Fantasy VII* look shabby. Some of the computer animation in *FFVIII* is the best you've ever seen—guaranteed. The gorgeous opening sequence sets the standard, but with around an hour's worth of cinematics in total (15 minutes more than *FFVII*), you ain't seen nothing yet.

The cinematics blend seamlessly with the game world, which are highly detailed pre-rendered locations populated by real-time 3D characters that move and act very realistically. The action occurs in colourful environments that are much brighter than the dark surroundings that dominated *FFVII*, a conscious change in aesthetics from the designers at Square. Sweeping camera work completes the movie-like feel.

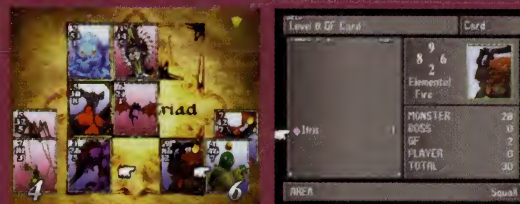
The consistency between the cut-scenes, battle sequences and adventuring sections is a big advance over *Final Fantasy VII*. The characters now look the same in all sections, which helps bring them to life and give them real personality. If you've played *Final Fantasy VII*, you'll feel immediately at home with *Final Fantasy VIII* even though there has been some major modifications to the battle system. Newcomers will need to complete the extensive tutorials before they progress too far.

The story has no connection with the events in *Final Fantasy VII*, and starts slowly and mysteriously, taking quite some time to build up steam. Without giving too much away, here's a brief rundown.

After the stunning opening animation, the game begins in the Garden training academy, where young students are hoping to become SeeD (sort of like commandos or Special Forces). You are



PLAYING THE CARDS



Don't be expecting the huge range of sub-games found in *Final Fantasy VII*. There's really only one mini-game in *FF VIII*, a game of cards, but it can be played at almost any time. Virtually anyone you can speak to can be challenged to a game of cards, and while the rules may take a while to come to grips with (and vary slightly in different parts of the gameworld), some players may find this a highly addictive and valuable diversion to the main action.

Each of the cards in the game has four numbers in each corner. Players choose five cards from their collection and take turns with the computer, placing them one at a time on the board. If you place a card with a higher value next to a lesser value card, that card is marked with your colour. When all nine spaces on the board have been filled, the player whose colour dominates wins one of their opponent's cards.

You are sometimes awarded cards for defeating enemies, and Guardian Forces can be used to turn monsters into cards. Another Guardian Force ability allows you to turn cards into items, many of which are unique or help access weapon upgrades.





analog



dual shock



memory card



number of players

1 Quite how Laguna and his pals figure into the plot will keep you guessing for some time.

2-4 If you thought the fight scenes in *FFVIII* looked good, this will blow you away.

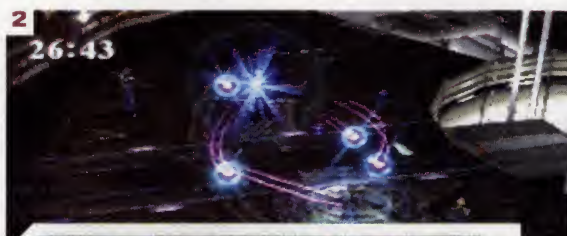
5 Timed sections are quite common, adding greatly to the tension.

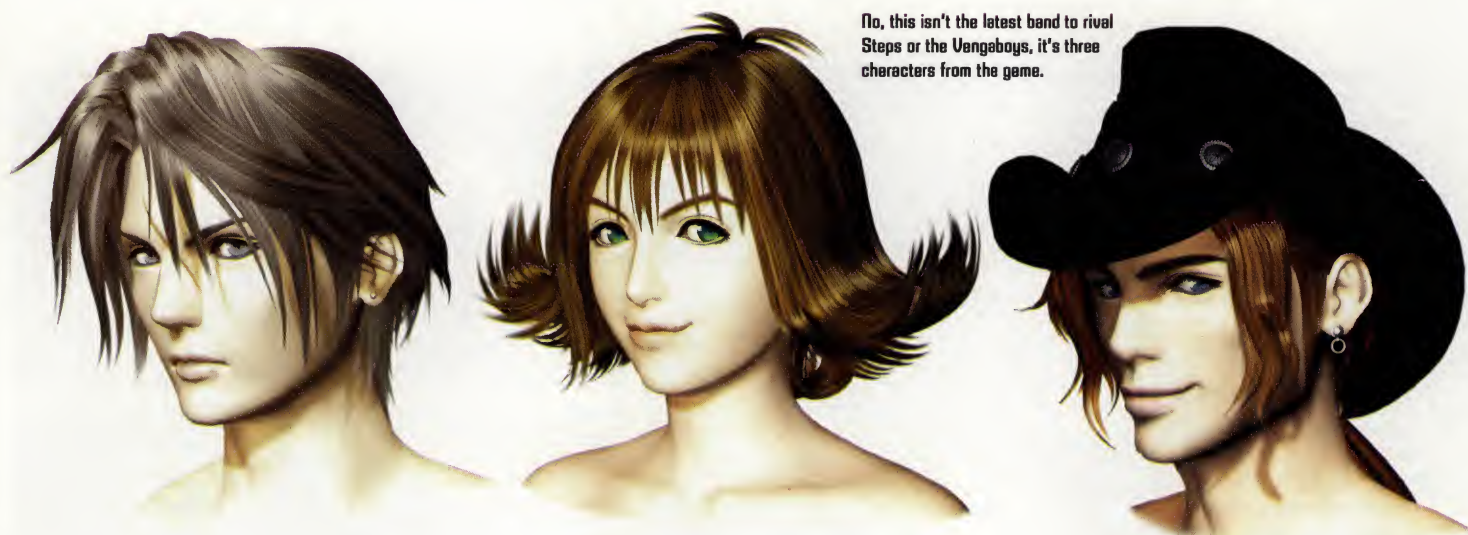
6 Magic spells are 'drawn' from enemies and locations, or created through GF abilities.

7 GF grant most of your characters' abilities.

8 The GF attacks are one of the biggest visual feasts in *FFVIII*.

9-11 Nearly every fight in *FFVIII* has its own location.





No, this isn't the latest band to rival Steps or the Vengeboys, it's three characters from the game.

► Squall Leonhart (although you can re-name him), a taciturn lone wolf who nevertheless shows a lot of potential as a SeeD. Your main rival is the brash, arrogant Seifer and there's tension between the two men from the start.

Possible love interests come thick and fast, but it is the carefree Rinoa who seems to interest Squall the most. However, it is a time of global conflict, with superpower Garbadia declaring war on Dole (where the Garden is situated) and Squall and Seifer are forced to

improvement session for Squall who has lots of personal problems to deal with. Therapy is unusual material for a videogame plot, but will make the game more appealing to more (ahem) mature players.

There's enough tense action to keep younger fans happy though, and the battles can be fierce and exhilarating. There are several timed sections that are incredibly tense and effective. *Final Fantasy VIII* seems to be quite a bit harder than *FFVII* and even experienced players will be challenged in some sections. Some RPG veterans

"Will Squall and Seifer patch up their differences and save the world? Will Squall ... get it on with Rinoa?"

work together. The main enemy they must confront turns out to be Edea, a mysterious sorceress who is pulling the strings in Garbadia, but Squall is getting equally mysterious dreams about being Laguna Loire, a soldier in the Garbadian army.

Will Squall and Seifer patch up their differences and save the world? Will Squall stop being a stupid jerk and get it on with Rinoa? And who the hell is Laguna Loire and what is his connection with Squall? These are the basic storylines that you will help resolve during the course of the adventure, and in a sense the game is a giant self-

found *FFVII* too easy, so this will be a welcome change for the hardcore, without making it too difficult for the rest of us.

However, while *Final Fantasy VIII* is undoubtedly an incredible epic of a game, there are a couple of niggling issues that render it less than perfect (although some *FF* fanatics may well disagree). First and foremost is the story itself, which certainly doesn't have the appeal or impact of *Final Fantasy VII*, even aided by the superior visuals. Squall, the lead character, is an emotionless, socially incompetent dweeb for most of the game, and while his history and

SPELLING IT OUT FOR YOU...



Instead of the "Materia System" used for *FFVII*'s battles, *FFVIII* uses the "Junction System", which is more complex, but far more flexible as you can fiddle around with almost all your characters' abilities. This will no doubt thrill the hard-core, but if you just want to get on with things, you can always set junctioning on autopilot and just fight. There are comprehensive tutorials in the game, so we won't go into too much detail here.

Guardian Forces, powerful magical creatures, can be summoned in battle and enable you to customise your characters' abilities. Each GF (who can be re-named by the player for that personal touch) has a unique range of abilities, and you can link to one or more GF to access these powers. They gain in power and ability as the game progresses and will undoubtedly save your ass on a number of occasions with their powerful (and visually spectacular) magical attacks.

While most of the spells in *FFVIII* are identical to the ones you could cast in *FFVII* (there are some new ones too), there are crucial differences as to

how they are gained and used. There are no Magic Points this time around; magic is instead drawn from enemies or special locations. Some Guardian Forces can also convert some of your items into spells (provided you have enough relevant items and a GF with the right ability).

The capacity to draw spells from opponents can make things a bit easier, as you can store up a massive amount of common spells for use at the appropriate time. The more powerful magic is usually only available from these tough bosses though, so don't think you're unbeatable.

There's not a great emphasis on weapons and equipment in *Final Fantasy VIII*, a break in tradition as far as RPGs are concerned. Each character carries just one weapon that can be upgraded by finding the correct combination of items and taking them to a junk shop, which are littered throughout the gameworld. Weapons come in very handy for the final desperation attack, but spells will probably be your primary offence. Have fun.

motivations will be uncovered during the course of the adventure, he certainly doesn't attract much affection from the player. In fact, you'll often feel like kicking him.

While there's the obligatory war going on, at the heart of *Final Fantasy VIII* is a love story, and while we won't give too much away, it's not very exciting. Maybe Square was getting ready for the PlayStation2's "emotion engine", but the script is full of awkward, poignant moments that don't quite work. You'll just want to get to the next battle as quickly as possible...

And so we come to the other problem. While undoubtedly jaw-dropping the first 10 or 20 times you see them, the Guardian Forces spell animations tend to pale after the 60th repeat viewing. You can't skip them, so you're stuck watching the same animation over and over again. Some of them go on for a couple of minutes too, so a single battle can take quite some time. The game world is big and pretty enough to do without such repetitious sections (no matter how visually impressive).

Despite these relatively minor shortcomings, *Final Fantasy VIII*



"Final Fantasy VIII is undoubtedly bigger and better than Final Fantasy VII in almost all aspects."

is undoubtedly bigger and better than *Final Fantasy VII* in almost all aspects. It offers vastly improved visuals and brighter colours but the gameplay remains largely unchanged and it will not pull in a whole host of newcomers to the *Final Fantasy* universe. If you didn't like *FFVII*, you probably won't like *FFVIII*. However, *Final Fantasy* fans should take the phone off the hook, arrange for meal delivery and put the rest of their life on hold, as this is sure to keep you chained to your PlayStation for quite some time. A truly unique gameplay experience, and another RPG masterpiece from the geniuses at Square.

Stuart Clarke



FINAL FANTASY FACTS

As you may have been able to tell from the number after the title, *Final Fantasy VII* was not the first game in the *Final Fantasy* series, even though it was the first *Final Fantasy* released for the PlayStation. *Final Fantasy* has been around for more than a decade and Square caused quite a commotion in Japan when it defected from Nintendo to produce games on Sony's new console.

Final Fantasy games have sold over 22 million units around the world to date and *Final Fantasy VIII* is already the highest selling PlayStation game ever in Japan, shifting almost four million copies in only six months (which

is 25 per cent of all PlayStation owners). Square is no doubt breathing a sigh of relief at the massive success though, as *FFVIII* cost around three billion Yen (A\$50 million) to produce, making it the most expensive videogame ever made. A total of 180 people worked on the game, with 35 working on the CG animations.

A *Final Fantasy* game is in production for PlayStation2, but *Final Fantasy IX* will most likely appear on the PlayStation next year, sporting a whole new storyline. There appears to be no final *Final Fantasy* in sight....



ALTERNATIVELY

<i>Final Fantasy VII</i>	10/10 PSM 6
<i>Wild Arms</i>	9/10 PSM 20
<i>Alundra</i>	8/10 PSM 9

GRAPHICS	10	Some sequences are unbelievably incredibly fantastic.
GAMEPLAY	9	Action, mystery, romance and a whole virtual world to explore.
LIFESPAN	10	There are four packed CDs to adventure through.

Final Fantasy VIII is truly in a league of its own. While it may not suit everyone, if you've got the time and inclination, it is guaranteed to keep you spellbound for weeks.

VERDICT

10



Crash Team Racing



Power-slide like an animal with Crash and the gang in the PlayStation's best kart racer. You've got to pity those poor Speed Freaks – they didn't last long at the front of the grid...

Publisher: **Sony**

Developer: **Naughty Dog**

Release date: **November**

Origin: **US**

Style: **Hart racer**

Price: **\$79.95**

PlayStation owners patiently waited years for a top class multiplayer kart racing game, and now they're spoiled with two of the best ever. *Speed Freaks* has wowed punters, but let's just get it out of the way now – *Crash Team Racing* is even better.

It's not only *CTR*'s excellent use of the *Crash Bandicoot* characters that elevates this title above its competitors. It's also the brilliant power-slide and big-air elements which make the game a challenge to master. Performing a simple power-slide around a corner is simple – you just hit the **R1** button as you hurtle around a bend. But the tricky part is that a second or so after you've begun the power-slide, you can hit the **L1** button and receive a turbo. You can actually get up to three boosts going around a single corner. Learning how to consistently get turbo slides is the difference between last and first place on the higher difficulty levels.

Similarly, if you hit the shoulder buttons while careering over a jump, you'll launch your kart higher into the air. And the more air you can get, the longer the turbo boost you'll receive when you hit the track. Of course beginners and younger players don't have to bother with such complexities, they'll still have a ball selecting their favourite characters to wheel around the circuits. *CTR* is both instantly accessible and a lengthy, demanding challenge. It's a horrendous cliché, but this is a game that everyone can enjoy.

Players can control Crash, Dr Neo Cortex, Tiny Tiger, Coco Bandicoot, Dingodile, Polar, Pura and N. Gin. There are also fearsome bosses to race in the adventure mode, including evil interstellar scientist Nitrous Oxide. Playing modes include adventure, time trial, arcade, versus and battle, where the object is to blast competitors rather than race. In arcade mode, there are three difficulty settings, and you can play single races or a cup. You must complete the four cups in easy mode before progressing onto medium and then onto hard, and success is also rewarded with new battle arenas.

The game's massive adventure mode will provide longevity for single players, a rarity in kart racers. You whiz around a map, choosing events and winning items to unlock others. You need to win four races in each area to race a boss, which gives you a key to open up another area. There are also collect 'em up levels with

a strict time limit, races in which you must win as well as collecting the letters CTR, and time trial races where you collect items that stop the clock. It's a lengthy challenge to finish 100 per cent.

But the highlight of *Crash Team Racing* is the multiplayer mode – whether in racing or battle modes. It's top fun, especially with four players. The speed of the action is fast, and the power-ups are a real laugh. If you buy *CTR* this Christmas (and you should) you'd be mad not to invest in a MultiTap as well. Otherwise you'll be missing out on one of the best multiplayer games ever.

There are 17 tracks to race on, plus six special battle arenas. The circuits travel through castles, arenas, the beach, underwater, temples, snow-covered mountains, caves, sewers and through the clouds. There are multiple routes, big jumps, hidden power-ups and sneaky shortcuts to discover. Just watch out for obstacles like kart-eating plants and flame throwers, and you can fall off the side of some of the tracks, so be careful out there!

Power-ups include bombs, TNT crates, bubbles that protect you and can be fired, time clocks that slow all other players, missiles, Nitro boxes, bottles of noxious chemicals and turbo boosts. As usual, power-ups are assigned randomly and collected by crashing through boxes on the track. Computer-controlled characters are happy to unleash a volley of power-ups in your general direction, so judicious use of power-ups is vital whether playing alone or against friends. You must also collect wumpa fruit on the track. The more fruit you collect, the more juiced up your car is, making it go faster and your power-ups more lethal. There are also speed boost pads littered around the track that must be used wisely.

As they showed with *Warped*, Naughty Dog really knows how to get the most out of the PlayStation. *Crash Team Racing* is not only fast, it's also visually extravagant. The colourful cartoon-style graphics are marvellous. There's even rain on some tracks.

Crash Team Racing is very hard to fault. You'll love it. The characters, controls, graphics and tracks have all been lovingly laboured upon until near perfect. If alone, you won't be able to stop until you've finished the massive adventure and challenging arcade mode. And with friends, you won't be able to stop playing or laughing.

Jason Hill



ALTERNATIVELY

Speed Freaks 8/10 PSM 25

Circuit Breakers

8/10 PSM 14

Chocobo Racing

7/10 PSM 25

VERDICT

9

GRAPHICS

GAMEPLAY

LIFESPAN

9

Wildly colourful and true to the *Crash* universe.

10

Superb controls, circuits and power-ups.

9

Endless multiplayer thrills, and taxing adventure/arcade modes.

The PlayStation's best party game – it is wickedly fun in multiplayer mode. There are also plenty of thrills to be had alone. Another *Crash* smash from those clever Naughty Dogs.



multitap



analog



dual shock



memory card



number of players



1 Add some mates, bear and chips, and you'll have the perfect night in.

2 It's the Tunnel You'll Love.

3 You need to learn to power-slide, or you'll often be coming last on the harder levels.

4 There are plenty of opportunities to get big bang-time.

5 Dingodile power-slides like a mutant.

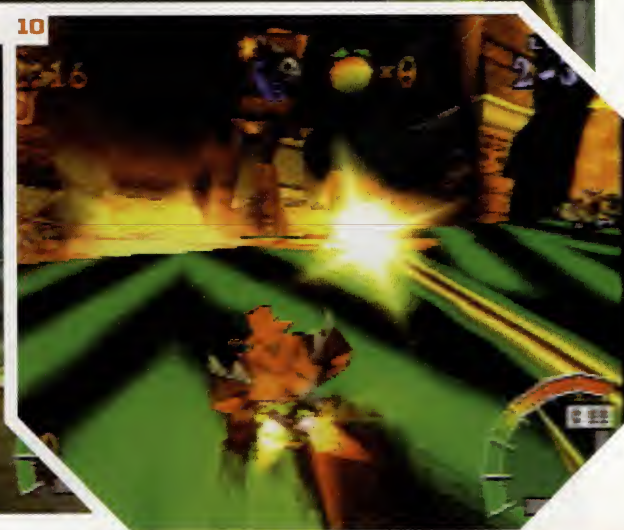
6 Turbo time.

7 This challenging circuit is enough to push you over the edge.

8 Tiny is anything but.

9 Grabbing power-ups is essential to sticking it up your opponents.

10 Prepare for orbit.



40 Winks

Finally something for the insomniac in us all. A game that will have you falling asleep right at your console, all for a good cause: to rid the world of nightmares forever...



Publisher: **GT Interactive**

Developer: **Eurocom**

Release date: **November**

Origin: **UK**

Style: **3D adventure**

Price: **\$89.95**

Far from the fighting and shooting tactics of Eurocom's other console offerings, namely *Mortal Kombat* and *Duke Nukem*, *40 Winks* plants its squeaky clean feet firmly among the ever popular cute 3D adventures, muscling in on the likes of *Croc*, *Ape Escape*, *Crash* and *Spyro*.

As the title suggests, the game is about sleeping and what happens to us once we go to sleep – and dream... The story focuses around the adventures of two main characters, the pint-sized candle-carrying Ruff, and his feisty fairy twin sister Tumble. Their mission is to rescue the 40 Winks that are trapped in Dreamland, and save them from being turned into HoodWinks, which are the nasty little creatures that turn your dreams into nightmares. And why is this dream time dilemma

a variety of doors (which are marked with a certain number of 'cogs') that can be found scattered throughout each level. Other objects to collect along the way include Zs, which ensure you remain asleep throughout the adventure, Moons which replenish the number of screams available, Dreamkeys which open up the boss stage, and of course the Winks that need rescuing.

There is an assortment of nasties and traps to be aware of, including a flying witch, an ape with boxing gloves, Frankenstein's monster, tarantulas, ghosts, zombies, snapping plants, bats, sharks, robots, lunar mice, parrots, pirates, baby dinos, puffer fish, HoodWinks, and the ever-irritating Thread-bear – NiteKap's cumbersome and not-too-bright offside.

"Most levels require going over a second time for new items and areas to be unlocked, offering a challenge for gamers"

taking place? Because of a sinister villain. This one goes by the name of NiteKap, who's having a hard time sleeping himself, so he's decided that if he can't get a decent night's sleep, no one will. The bastard.

You have the choice of playing as either Ruff or Tumble, and in doing so will find each has their own moves and weapons that need mastering. On top of their normal moves, both characters get the chance to throw on a variety of costumes, featuring special moves and abilities. These costumes include a Jester, Fairy, Robot, Caveman, Super Hero and Ninja. The main actions of the characters include running, jumping, punching, kicking, butt-bounces, swimming, sliding and screaming.

The game comprises six uniquely different worlds, each with three levels, an airborne race, a final boss stage, plus hidden areas. Nightmare World is based in a haunted house, Water World is 60,000 leagues under the sea in an Atlantis-style level, Space World teleports onto the lunar surface of a far-off planet featuring crashed spaceships and other odd machinery, Prehistoric World features jungle-filled Jurassic-style action, Medieval World is set in a spooky castle, and Pirate World is down on the docks of a wharf.

The gameplay offers a feeling of being non-linear, with the freedom to roam around and explore at will, however, most objectives need to be completed in a certain order to progress through the levels. To advance further you need to pass through

The levels are all well designed, featuring an emphasis on exploration and discovery, with many of the key items needed for collection hidden from easy view. It's only through a keen eye and thorough exploration that each level can be completed successfully.

The control system is easily manageable with a variety of button configurations and offers no great learning curve for anyone who's played 3D-style adventure games before, but as nearly always, auto-camera angles during gameplay can prove frustrating. Other setup options include difficulty level, volume adjustments for both music and sound effects, and vibration sensitivity. Apart from the camera angles, the only other annoyance is the lack of a 'save-as-you-go' option; you can only save at the completion of each level.

Graphically, everything from the high quality cut-away scenes to the 3D polygonal environments and the 40-plus characters come to life in hi-res detail, offering fluid motion and near glitch-free gameplay. The audio mix of music and sound effects also adds another level of enjoyment to the game, with the use of an interactive music score that alters according to the game.

40 Winks is aimed at a younger audience and hits the bull's-eye perfectly, but its huge levels and 'practise makes perfect' gameplay is bound to have wider appeal with older gamers too. Sweet dreams!

Mike Wilcox



ALTERNATIVELY

<i>Ape Escape</i>	9/10 PSM 24
<i>Spyro 2</i>	9/10 PSM 28
<i>Croc 2</i>	8/10 PSM 24

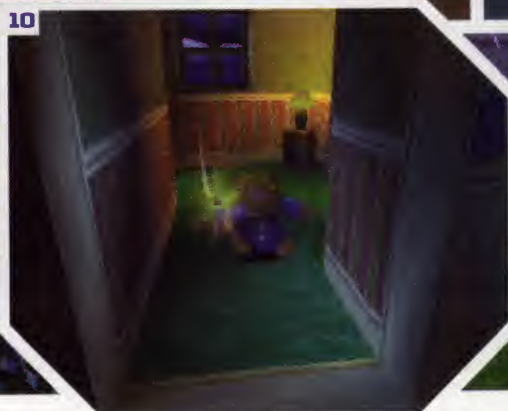
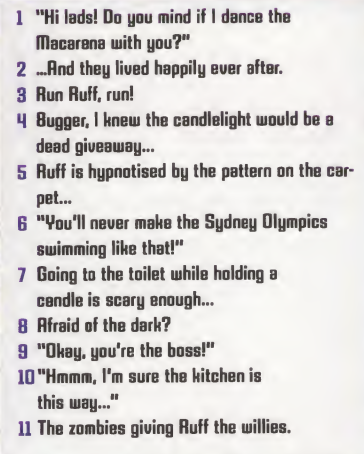
VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

- 8** Proving yet again, who needs 64 bits under the hood?
- 7** Not exactly original, but plenty of twists and puzzles.
- 8** The levels are huge and gameplay exacting.

Where have these guys been hiding? A very impressive release that should have the others going back to their drawing boards. And not for a game of noughts and crosses...



- 1 "Hi lads! Do you mind if I dance the Macarena with you?"
- 2 ...And they lived happily ever after.
- 3 Run Ruff, run!
- 4 Bugger, I knew the candlelight would be a dead giveaway...
- 5 Ruff is hypnotised by the pattern on the carpet...
- 6 "You'll never make the Sydney Olympics swimming like that!"
- 7 Going to the toilet while holding a candle is scary enough...
- 8 Afraid of the dark?
- 9 "Okay, you're the boss!"
- 10 "Hmmm, I'm sure the kitchen is this way..."
- 11 The zombies giving Ruff the willies.



Mission: Impossible

Two days ago a KGB agent was seen sneaking out of Kingsford Smith airport in a hot pink Zeppelin. He was carrying a bag we believe contained Australia's only national treasure, Nicole Kidman's bottom...

Publisher: Infogrames

Developer: H-Amp! Architecture

Release date: Out now

Origin: Germany

Style: Action adventure

Price: \$89.95



ALTERNATIVELY

Metal Gear Solid

10/10 PSM 20

Syphon Filter

8/10 PSM 24

Rainbow 6

8/10 PSM 28

"Your mission, should you choose to ignore it, is to take up the role of Ethan Hunt and match wits with the finest that the world's espionage agencies have to offer. Well not exactly the finest, since the end of the cold war the Russians have been forced to use cheap third world labour to stretch the KGB's budget. So don't be surprised if you find yourself locked in a life or death struggle with a starving 10-year-old Bangladeshi. Just remember to use the Mars Bar I put in your pocket. This message and everything else within a three-mile radius will self-destruct in five seconds..."

With its secret missions, techno gadgets and exotic locations *Mission: Impossible* is a natural subject for a videogame. Now PlayStation owners have finally been given the chance to play a slightly enhanced version of what was a popular N64 title. You of course play the part of glamorous, hunky super guy Ethan Hunt (Tom Cruise in the movie) and secret agent extraordinaire.

The game takes you through one mission at a time, one stage at a time, with the aim of completing your objectives as quickly and quietly as possible. Usually you'll start in a location with some information about the situation and the special equipment that you need for the job. Your character can be controlled by either pad or stick and has the usual range of movements (crouch, jump, pout, attack and the ever-popular Immelman turn). Actually we tell a lie, it doesn't have all the usual range of movements. *Mission* lacks one very important function — the sidestep. Many locations require you to negotiate narrow passageways and crate filled warehouses, and the lack of a sidestep move is ridiculous. You cannot, for example, quickly duck out from behind a box to see if any guards are waiting around the corner. Instead you have to run right out into the open, take a few bullets to various parts of your anatomy, then turn to pop a few slugs off.

During the course of your missions you'll need to use various items like disguise kits, explosive chewing gum, blowguns and the occasional doily. Luckily there is an efficient and simple inventory system to keep track of everything and give you quick access to

it all. But unfortunately, you're not given a lot of freedom to use the gadgets creatively. It would have been terrific if you could really show inventiveness and use items like the face-maker and the explosive gum in innovative ways.

Another intelligent feature of the game is its 'quicksave' system, which allows you to record your game at any point to memory. If your dog pulls out the power cord to your PlayStation you'll lose it, but Memory Card saves are also available at the end of each level.

Mission: Impossible is more a puzzle solving game with some combat rather than an all-out action fest. The game actually punishes excessive combat; you have to sneak around and use your noggin. *Mission* has complex objectives with the player having to do many things during the course of a single expedition. You also need to be more tactical in your approach as sometimes there are different ways of doing things, some more sensible than others. However, more thought should have gone into the design of the puzzles. Many puzzles are frustrating and, as a certain crew member of the Enterprise would say, highly illogical Captain.

Graphically speaking, the locations and environments are on a par with *Syphon Filter* or *Metal Gear* but there is a wee problem with the third-person perspective when it comes to shooting things. Strangely enough, it's because Ethan's big fat butt is in the way and you can't see where your gun is pointing. A crosshair would have been nice, but the sniper mode makes up a little for this oversight. There are some good weather effects such as snow and rain and the animation of the figures is quite good too. The audio is acceptable but much could have been done to improve the atmosphere of the game with better background noise and effects.

Ultimately *Metal Gear* and *Syphon Filter* are all more satisfying games than *Mission* because their designers knew where to put their effort. If *Mission* had been given a game engine supporting sidestep moves, and had more work been put into the combat elements of the game, it could have been much, much better. A multiplayer mode wouldn't have gone astray, either.

George Soropos

VERDICT

7

GRAPHICS
GAMEPLAY
LIFESPAN

8 Looks as good as the current PlayStation standard.
6 Clumsy movement interface and some illogical puzzles.
7 Probably won't keep your interest for too long.

Mission: Impossible is fun, but overall a game of missed potential with too many boring bits and unsatisfying action sequences. In fact, just like the movie...

1
there -FREEZE! You're under arrest!



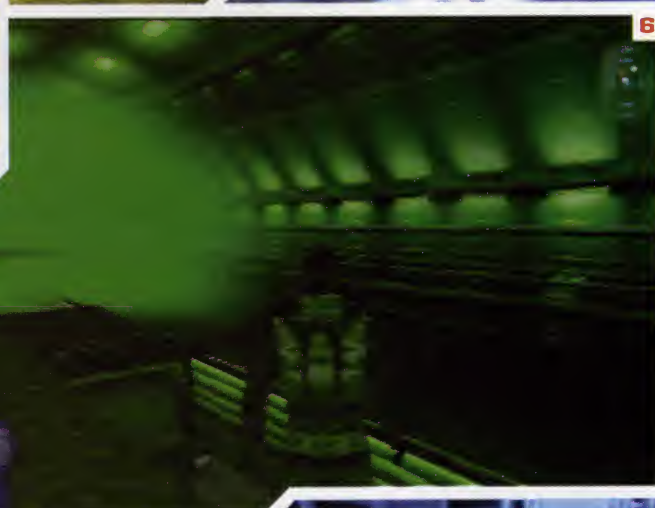
2
ou think it's told here in Lundkvisi, wait till y
beria.



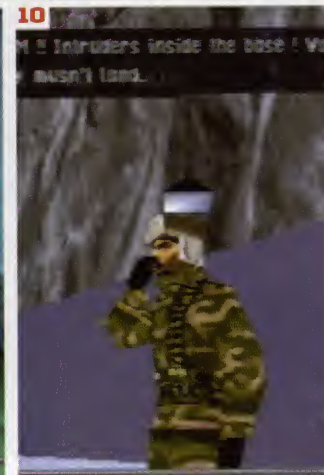
3
false move and I'll cut you down like a



5
I'm in position as well



- 1 Simon says "Freeze".
- 2 HGB's dreaded "ice cubes down the dacks" torture.
- 3 Sprung bad.
- 4 Amazing what you can find on top of a speeding train.
- 5 Pick 'em off like fleas on a dog.
- 6 Night goggles aren't just useful for perving into hotel rooms.
- 7 The confrontation with famous spy Vladimir "Dodgy Hat" Vlastok.
- 8 One false move and you'll lose your manhood forever.
- 9 Electro boogie.
- 10 Just purse your lips and blow.
- 11 Make mine shaken, not stirred.





Formula 1 '99

"Five... Four... Three... Two... One! And it's Go! Go! Go! We're Back!" Yes Murray, the PlayStation has finished loading and *F1 '99* is the game. And the man shouting is the one and only Murray Walker, whose over-the-top commentary is synonymous with Formula One.

Publisher: **Sony**

Developer: **Psygnosis**

Release date: **Out now**

Origin: **UK**

Style: **F1 racer**

Price: **\$79.95**

The PlayStation's introduction to the world of Formula One was a delight. *Formula 1* was followed by the exceptionally impressive *Formula 1 '97*. In combining the immediacy of an arcade racer with a detailed simulation, Psygnosis struck exactly the right balance between realism and playability.

Then things went somewhat awry. Psygnosis shipped *Formula 1 '98* from Bizarre Creations to another developer and the result was one of the most memorably bad racers ever made. Where *F1 '97* was handsome and slick, *F1 '98* was very jerky and poorly realised.

The good news for racing fans is that *F1 '99* is a vast improvement on last year's model. Psygnosis took the project to a team it knows and trusts, Studio 33. It has not so much been taken back to the garage and tinkered with, as undergone a complete redesign. The principle is still the same – all the circuits from the 1999 season have been accurately mapped (even the new Sepang Malaysian course is included) while all the current teams and drivers feature. You can nip in for a quick race or partake in the whole Grand Prix caboodle racing a full GP season as any of the '99 drivers, including Johnny Herbert or Michael Schumacher.

This time around, though, you can't race all the circuits in Quick Race Mode. Only eight are available. But, unlike previous versions of the game, there doesn't seem to be as great a difference in the car handling between the two racing options (despite the fact that in Grand Prix Mode you can alter your tyres, gear ratio and suspension, as well as a host of other things). Sure, in Quick Race you simply stick your foot to the floor and go for it, while Grand Prix Mode calls for a rather more sober approach, but it no longer feels like you're playing two completely different games.

The handling is tight and responsive throughout, and even if you're driving for one of the lesser teams, you don't feel as if you're competing in a Mini. In Grand Prix Mode you can choose to be assisted in both steering and braking, and you certainly need to adopt a more judicious approach when applying the brakes. Car handling is the most important ingredient in any racer and Studio 33 has got it just right.

The Grand Prix Mode demands you complete a full season, and F1 aficionados will have a ball. You can even race a full 60 laps should you have the patience of Job. When racing you have to pay the odd visit to the pits to refuel and maybe change tyres. When leaving pit lane, you even have to watch your speed. If you break the speed limit, penalty seconds will be added to your finishing time.

What of the opponents? The AI is pretty sharp, especially if you're racing an entire Grand Prix season. The developers have really got under the skin of some of the drivers – Michael Schumacher is very aggressive while the other top drivers are exceptionally tough to overtake. The two-player, split-screen option slows the action down, but is still an essential part of the F1 experience and enjoyable enough.

F1 '99 looks splendid, too. The developers have gone right back to the drawing board. The new hi-res visuals highlight the obvious attention to detail that has been lavished on the cars, circuits and scenery – now you don't get trees or buildings suddenly jumping out of nowhere. The cars are among the best looking in any racing game on the PlayStation. Each F1 car is unique to the driver with the correct vehicle number, the right sponsors where they should be, and also the proper colour for their helmets. The spot effects have also been improved immeasurably. You now get to see the exhausts popping out flames and some great smoking effects when some poor no-hoper has broken down. Murray would be proud. The track texture is smooth and has an obvious driving line to follow, with dark patches before bends representing braking points. Get offline coming into a corner and you'll end up off the tarmac, in amongst a flickery mess of grass and sand textures. During a full season there are even weather changes according to both the season and the country you're in.

This latest incarnation is an all-round improvement on the appalling disappointment that was *F1 '98*. Whether you can muster the enthusiasm to get excited about another Formula One game is your call, especially with *F1 '97* available on Platinum, but *F1 '99* sets the record straight and a whole lot more.

Steve Bradley



ALTERNATIVELY

Formula 1 '97 9/10 PSM 23

Formula 1 9/10 PSM 1

Monaco Grand Prix

7/10 PSM 22

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

8 Looks as good as it plays.

8 Superb handling.

7 Play the full 1999 season now.

F1 '99 is a comprehensive Formula One game and puts the series back on track. Undeniable longevity, top gameplay, superb visuals, ace FX and a true sense of speed.



analog

dual
shockmemory
card2
number
of players

- 1 There are four car views on offer.
- 2 The high-resolution visuals are exceptionally crisp.
- 3 The demanding controls mean you'll be in 22nd place often.
- 4 The cars are beautifully detailed.
- 5 The opponent AI is pretty sharp.
- 6 The weather changes during a full season according to the country.
- 7 Quick Race Mode allows access to eight circuits.
- 8 The background scenery is detailed and you don't get trees suddenly popping out of nowhere.
- 9 Coming last again...





Quake II



If your name's Nigel, consider yourself lucky. Everyone else, be prepared to change your name by deed poll. Multiplayer on the little grey box has never been so lethal...

Publisher: **Activision**

Developer: **Hammerhead**

Release date: **Out now**

Origin: **US**

Style: **First-person shooter**

Price: **\$89.95**

Quake II caused a huge stir when it was released on PC – and it is still one of the most popular multiplayer games on the Internet. Well now you can finally experience it for yourself – without costly phone bills and installation dramas – on a PlayStation near you.

The single-player adventure sees you assuming the role of a space marine sent to another planet to do battle with the Strogg – mankind's most deadly adversary since Ming the Merciless. After crash-landing your one-man craft on the alien planet, you find your way into the enemy base armed with a puny blaster and, if you're lucky, a Dual Shock Controller. In the past, first-person shoot

as your target. As you progress through the game it's not just your military hardware that gets bigger, your enemies gradually become more and more formidable too as they gain access to the same killing toys that you have. Running towards them with a hung-ho attitude and a super shotgun might get you through the first couple of areas, but increasingly you'll need to employ tactics such as strafing around corners or even bouncing grenades off walls to avoid detection. For those of you that have played the PC version, get set for a few surprises; the developers have come up with some new enemies – and very nasty they are too.

Although the game is level-based and fairly linear in terms of

"As you progress ... it's not just your military hardware that gets bigger, your enemies become more formidable too"

'em ups on the PlayStation have failed to play as well as their PC counterparts because the intuitiveness of playing with a mouse was hard to recreate with a joystick. Not so with *Quake II*.

Not only do you have the option to play with a pad and mouse in tandem (which works surprisingly well), there are also enough analog options to guarantee you'll find one that suits you. Whichever control method you opt for, it'll take a while to master it and targeting monsters that are above or below you can be especially difficult.

If you don't have an analog controller, *PSM* recommends you procure one as soon as possible. Not only are you going to find *Quake II* more difficult to play with the directional pad, you'll also be missing out on the Dual Shock effect that has been put to such good use. All of the weapons make the pad vibrate differently, and some of the larger enemy's footsteps can be felt long before you actually see them.

Fighting the Stroggs with only a blaster at your side verges on suicide. Fortunately, a great selection of arms and ammunition can be found just lying around and it's not long before your firepower starts improving. Once you've collected a variety of weapons you'll learn, probably the hard way, that bigger isn't always better. Ammo is a bit scarce for some of the larger weapons and using grenades and rockets in confined spaces will often hurt you just as much

your mission objective, there's ample opportunity for exploration. Oh, and if you think you see a glitch, or some polygon clipping, shoot it – *Quake II* doesn't have glitches, just subtle clues as to which walls can be shot out to reveal secret areas.

In the Multiplayer Mode there are no less than 12 specially-designed Deathmatch maps and each one of them offers a different style of play. The normal Deathmatch rules see you and up to three of your mates running around killing each other for a set period of time. The player with the most kills (or frags) is declared the winner – a fight ensues, beer gets spilt, joypads get thrown across the room and then someone comes up with an ingenious way for you to sort out your differences. "Another Deathmatch anyone?"

There are two other modes of multiplayer: Versus Mode, which is the same deal but with a set number of lives rather than a time limit determining the length of each round; and Teamplay, which sees the four of you pairing off, or going three on one if you prefer.

Graphically it puts all other shooters to shame as it slings textures around with no visible warping, while the audio complements the visuals perfectly.

Quake II then – one of the best games ever, and an essential addition to your game collection. Get it before it gets you...

Justin Calvert



ALTERNATIVELY

<i>Final Doom</i>	9/10 PSM 2
<i>Duke Nukem</i>	8/10 PSM 15
<i>Doom</i>	8/10 PSM 17

VERDICT

10

GRAPHICS	9	Like a Bond girl – as beautiful as it is deadly.
GAMEPLAY	10	Thank God real firearms are illegal.
LIFESPAN	10	With friends and multitap – never-ending.

This game was never intended for the PlayStation and how Hammerhead has managed it is a complete mystery. Bow before the new gods of PlayStation.



mouse



multitap



analog



dual shock



memory card



number of players



2



1-3 Human opponents are never going to be beaten in terms of gameplay, but the AI enemies are no slouches...

4-5 As your weapons get larger and more numerous, so do your adversaries.

6 Player Two goes for the kamikaze charge.

7 Keeping hold of your Dual Shock controller can be a challenge at times.

8 It looks like soiled trousers time for you, sir...

9 Ever get the feeling the locals don't like you?

10 Quite a bit actually...

11 With or without MultiTap, *Quake II* will rock your gaming world.

12 You don't fancy a drink then...?



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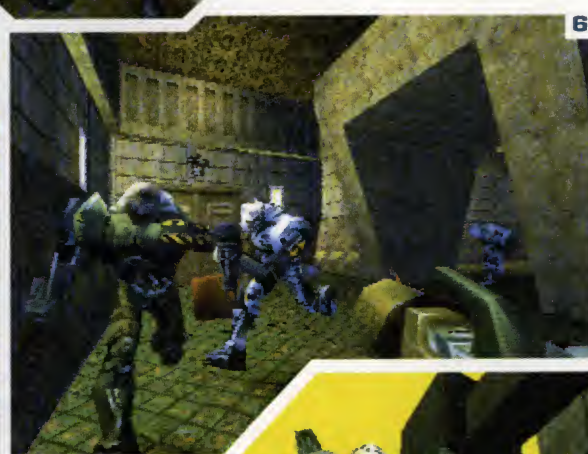
12 You don't fancy a drink then...?



4



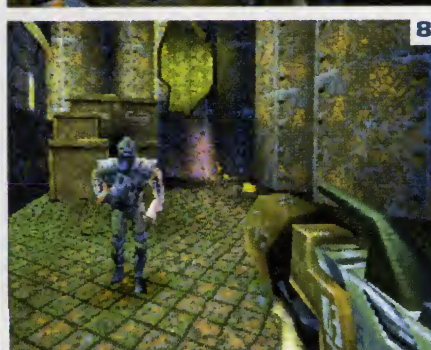
5



6



7



8



9



10



11



12

HARDWARE REQUIREMENTS

Don't worry, you don't need a 3D accelerator card or 16Mb of RAM (Huh? - Ed)... Just a little knowledge of the PlayStation's most formidable arsenal to date.

SHOTGUN



+ Points
Good damage at close range
- Points
Not much good from a distance

SUPER SHOTGUN



+ Points
Devastating at close range
- Points
Painfully slow to reload

MACHINE GUN



+ Points
Deadly rapid-fire capabilities
- Points
Not always very accurate

GRENADES



+ Points
They do damage - and lots of it
- Points
Very limited throwing range

CHAINGUN



+ Points
Cuts enemies to shreds
- Points
Watch that ammo supply!

RAILGUN



+ Points
One good shot can kill
- Points
The bullet trails give you away

BFG 9000



+ Points
Massive explosions
- Points
Takes way too long to fire

HYPER BLASTER



+ Points
Rapid-firing capabilities
- Points
Overly prone to delays

GRENADE LAUNCHER



+ Points
Gives your grenade range
- Points
A bad shot sends it back to you

ROCKET LAUNCHER



+ Points
Accurate, deadly and fun to use
- Points
Slow and easily avoided



Spyro 2: Gateway To Glimmer



Publisher: **Sony**
Developer: **Insomniac**
Release date: **November**
Origin: **US**
Style: **3D platform adventure**
Price: **\$69.95**



ALTERNATIVELY	
Ape Escape	9/10 PSM 24
40 Winks	8/10 PSM 24
Spyro The Dragon	8/10 PSM 16

VERDICT

9	GRAPHICS	9 Detailed environments and virtually no pop-up problems.
	GAMEPLAY	9 Appealing storyline and engaging action.
	LIFESPAN	7 It will take longer to complete than the original.

When the folk at Insomniac sat around thinking about their next game, they obviously decided there was no reason to reinvent the wheel... It was simply time to wheel out their favourite little dragon and send him on another adventure.

There's no doubt this century has seen some pretty infamous dragons (HR Puff 'n' Stuff is our favourite) but by the far the friendliest fire-breathing fiend of recent times lives safely within the confines of your console and goes by the name of Spyro.

Almost a year on from his first adventure, this pony-sized purple dragon has grown up some. To look at him there's not a great deal that's changed, though once you jump behind the controller you realise he's capable of quite a few new tricks. These include swimming, diving, climbing, hovering, supercharging, spitting, ice-skating, ground stomping and more, which are all introduced and explained as part of the storyline. Even his fiery flame appears to have gained a few feet in length as well.

Not only has Spyro grown up, so has the world he lives in... It's massive! While everything there was to like about the first game is still intact, it's easy to welcome with open arms the new, improved storyline and more challenging levels of gameplay.

The story takes place at the end of the first game as we find Spyro and his trusty companion Sparx about to take a well-deserved holiday on the sandy beaches of Dragon Shores, having successfully defeated the Gnasty Gnork in the first adventure. But little does he know that in the far off world of Avalor, a troubled group of villagers are preparing to summon an almighty dragon to help them fight the nasty wizard, Ripto. And as chance would have it, at the exact moment Spyro heads off on his holiday destination, their teleportal wires get crossed and Spyro ends up being summonsed to help them out instead.

This time around the structure of gameplay goes way beyond just exploration and collection and turns the focus on completion. Each level within the 30 new worlds requires you to complete a number of tasks unique to that level and there are special rewards for each one. There are both primary and secondary tasks. The primary one is the most involved, although not necessarily the most difficult, but must be completed to clear the level. The secondary tasks give you a collectable reward, which is not immediately required to clear the current level, but is needed for the completion of the full game. This encourages you to revisit many of the worlds once

you've finished all the primary tasks. Primary tasks revolve around helping return all the world's 'Talismans', and in doing so stopping Ripto from taking over Avalor. Secondary tasks include everything from puzzle solving and fast and furious racing to collecting all the Orbs in order for Spyro to carry on with his original holiday plans.

Spyro comes into contact with lots of other characters throughout the game, including Elora and Hunter, who between them introduce Spyro to the unfolding storyline and new worlds, and also help teach him many of his new moves and tricks. Then there's Moneybags, who isn't as forthcoming as the other two with help, and charges for things like teaching Spyro to swim underwater as well as moving walls and opening bridges, so you need to be cashed up with gems to get anything out of him. All up there are over 100 new characters throughout the game, which either offer advice or challenges along the way. Of course Spyro's sidekick Sparx returns in this adventure and plays an even bigger part in helping keep Spyro alive. He acts as a health meter and continually needs to be fed and looked after.

A mighty fine job has been done incorporating the storyline and the gameplay with its all new depth and development, which is achieved through literally dozens of mini-cinematics involving all the various characters. These eventually expose such facts as what really went wrong with the travel portal that diverted Spyro there at the start of the game, and even why Ripto is in Avalor in the first place.

Graphically the game is gushing with the same overload of colourful cute characters and environments as the first adventure, along with improved features, including some pretty special water surface and lighting effects, and virtually no distance pop-up at all. And the developers have again acquired the services of Stewart Copeland from '80s band Police, who has penned a fresh bunch of fiery tunes for the game.

Overall, it's a much more complex offering, with a lot more in the way of variety compared to the first version. And the inclusion of the multilevel tasks in each level will prove challenging for both first timers and experienced platform gamers.

Mike Wilcox



With unmatched 'pick up and play' appeal, bucket loads of new moves and sub-plots to complete, this is not just your average sequel, it's a whole new action-packed adventure.



- 1 "Reedy or not, here I come!"
- 2 Defeat enough foes and you'll get the chance to earn orbs and open up bonus levels.
- 3-4 The worlds are even prettier than the first *Spyro*.
- 5 Clocking up some frequent flyer points.
- 6 Moneybags opens up new routes... For a price.
- 7 Fire is still your friend.
- 8 Thaw eskimos out and they'll go into a frenzy of activity.
- 9 "...do a little dance, make a little love, get down tonight..."





Pac-Man World

Pac-Man gaming legends rejoice! It's now time to emerge from the woodwork to master this 20th anniversary spectacular.

Publisher: **Sony**

Developer: **Namco**

Release date: **November**

Origin: **Japan**

Style: **Platformer**

Price: **\$59.95**

For anyone old enough to remember, *Pac-Man* marked a defining point in videogaming history. He was more than a mere character. *Pac-Man* was a simple concept that spawned a generation of retro gamers and started the wave of virtual fun that we are still enjoying to ride today. And he's made a comeback for his 20th birthday in a title that will please all.

This platform adventure is top fun, and also includes a Classic mode for those who want to time-trip back to the arcades of the '80s. On top of this, Namco has designed new mazes to keep punters occupied in the same-style of "chomp 'em up" play as in the original.

Of the three modes, Quest is the new 3D game that is the real meat of the game. It was questionable as to how well *Pac-Man* was going to transfer into a 3D environment, but the final product is a well-designed and fun little game. Still, many players will find it's a somewhat strange experience controlling a cute 3D Pac-Man in these new worlds as opposed to a half-eaten yellow pizza.

Pac-Man must find his friends and family – Pac Jr, Baby Pac-Man, Pooka, Professor Pac-Man, Ms Pac-Man and his dog, Chomp Chomp. They have all been kidnapped and imprisoned on Pac-Man's birthday by his nemesis, the evil Toc-Man. To make things worse on such a celebratory day, Toc-Man is enjoying a lavish party on Ghost Island while Pac-Man is busy trying to free his friends!

There's loads of variety in Quest mode. Pac-Man jumps, butt-bounces, swims, throws Pac-Dots, has a bomb attack and rev-rolls (a dashing move). Controls are responsive and accurate, and the feel of Dual Shock is cool during some moves. With all these new skills at Pac's disposal, he is now posed with greater problems. Arcade elements are still present as he chomps away at Pac-Dots before gobbling or running away from ghosts, but there are also now shoot 'em up, jumping and puzzle elements to enjoy.

Working your way through levels is often tricky. You'll free-roam through outer space, on beaches, mansions and factories. There are enemies attacking you, doors to open, steep slopes, water hazards, lasers, cannons and huge gaps to cross, and a plethora of other obstacles. You toss Pac-Dots to beat enemies and there are cool gadgets lying around to help you on your way like the

Helivator and the B-Doing. You'll have fun testing your skills and lateral thinking at these stages.

In Quest mode, you make your way through the various courses and open every single door and chest, just so you don't miss anything. You need to collect Pac-Dots for ammunition as well as all the fruit available. Fruit allows you to access doors that contain clues, switches and sometimes the keys to the cages that have your mates trapped. Switches change various things in *Pac-Man World*, depending on their colour. Often, you are required to move further along the course to collect fruit before 'back-tracking' to your original position, as the doors appear earlier in the course. This is not only a good way to incorporate problem solving into the game, it also makes sure you finish the game properly, instead of casually 'breezing' through it.

With many hazards, actually locating your mates is similarly difficult. There are six worlds to explore, all of which have three levels within them. Each of Pac-Man's friends can be found within one of these levels, however, getting there is the most challenging aspect. And after rescuing your mates, Pac-Man is set for a showdown with Toc-Man.

Quest mode should appeal to gamers of all ages. Despite the bright, 'candy' look of this platformer, mature gamers will be so impressed with the puzzles and variety that it will dispel any thought of this being a game made purely for kids. There are enough original *Pac-Man* characteristics to satisfy enthusiasts and kids, and even the demanding modern-gamer will find plenty to enjoy.

Classic and Maze modes will please anyone familiar with '80s videogaming. Classic mode is a re-release of the arcade classic that was enjoyed two decades ago and Maze offers similar gameplay with new challenges and updated mazes. Their long-term appeal is obviously suspect, especially to modern-day gamers who have only known fully rendered environments and deep plots. But the arcade modes are fun for a quick play and will help show today's young whippersnappers just how far videogaming has come.

Pac-Man World has great variety and is a fitting tribute to the world's most loved videogame character of all time. Who said Pac was an '80s man?

Richie Young



ALTERNATIVELY

<i>Ape Escape</i>	9/10 PSM 24
<i>Spyro 2</i>	9/10 PSM 28
<i>Tarzan</i>	7/10 PSM 27

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

7 Bright and cute, but obviously not cutting edge.
9 Excellent blend of many gaming elements. And challenging.
7 A tad short but extra modes should satisfy.

A top 3D adventure to celebrate the world's favourite game character. It could have been dicey, but we're duly impressed. Happy Birthday, little mate.



analog

dual
shockmemory
card1
number
of players

- 1 Rescue your sweetheart. Go on, you're the coolest guy of the past two decades after all!
- 2 Munch on some 3D cherries.
- 3 Blinky the ghost turns hip-hop.
- 4 The original Pac-Dots made it to this new 3D beauty.
- 5 New foes are to be found in new worlds. They're out to get your skull...
- 6 Ahoy m'heertys! Pac-Man hates pirates.
- 7 Will you ever see Baby Pac-Man again?
- 8 Pac-Man is in food heaven.
- 9 Butt-bouncing action.
- 10 The mechanical Toc-Man.





multitap



analog

dual
shockmemory
cardnumber
of players

Sled Storm

In this powder racer you won't exactly "dash" through the snow, nor ride a one horse open sleigh. You will hold on for dear life though...

Going hell for leather down the slope, special agent 007 glances over his shoulder. The goons have shot away his skis and ski poles until he's virtually sliding on his patent leather brogues. But wait! An Evil Man is snowmobiling this-a-way! One clothesline and strangled henchman later and it's time for an electric toboggan chase sequence starring a totally un-Bond-like stunt double. *Sled Storm* offers no such get-out clause. It gives you a simple choice — either be the bloke out in front riding like the wind or end up impaled halfway up a knotty pine tree.

EA's latest racer gets its thrill power from the same source as classics such as *Wipeout 3* and *Colin McRae Rally* — forcing you to travel very fast on an almost frictionless surface. Anticipation is everything. See a corner too late and you'll end up with a face-full of rock wall, but twist yourself in mid-air ready to take a bend and you'll scrape tenths off your lap time. Unlike the race-alone *McRae* however, *Sled Storm* provides three fellow riders to help you into a snowdrift. Not that you need much assistance because, after the forgiving nature of the first four tracks, the next batch are Hell frozen over. You'll need every ounce of turn to make it around the powder-packed hairpins, ice-filled gullies and rutted right-handers. As in a motorbike game where you actually see your rider lean over on the harder turns, the animation in *Sled Storm* is superb — the sleds twist and bounce about exposing their skis, sometimes causing the engine to rev wildly as the rear track eats air.

Sled Storm has more in common with driving than snowboarding games as you race laps — handy for finding those shortcuts — and can upgrade your machine. Each rider has different abilities that can be enhanced by buying the right kit. There are cutter treads to give you more grip in deep powder, quick-start transmissions and pipes to ramp-up your horsepower — you really can tailor your sled's setup to complement your character and route preferences.

This is one game that rewards those with Dual Shock controllers. Plug one in and you get to dread every rut, punch through every drift and plan exactly where to place your snowmobile after every jump. Like many an alpine racer, *Sled Storm* tends to flag when it comes to the final stretch. It doesn't have enough courses or hard enough AI opponents to be *Gran Turismo* on ice (even if the Multiplayer Mode extends its lifespan considerably). Neither is there a half-pipe to exploit the tricks on offer — running over rabbits is only funny for so long. Yet, no matter how lacking it is in some respects, there's no denying that *Sled Storm* has managed to take classic racing gameplay out onto the piste.

Pete Wilton



Publisher: **Electronic Arts**

Developer: **In-house**

Release date: **Out now**

Origin: **Canada**

Style: **Snowmobile racer**

Price: **\$89.95**

ALTERNATIVELY

Wipeout 3 10/10 PSM 26

Cool Boarders 3 8/10 PSM 17

VR Sports Powerboat Racing

4/10 PSM 10

1-5 Each rider has different strengths. Upgrade your snowmobile to suit your driving skills.

6 Perfect your landing if you don't want to be picking ice out of your rear.

7 There are plenty of big jumps to "Woohoo" over.

VERDICT

8

GRAPHICS
GAMEPLAY
LIFESPAN

8 Brilliant animation and effects.

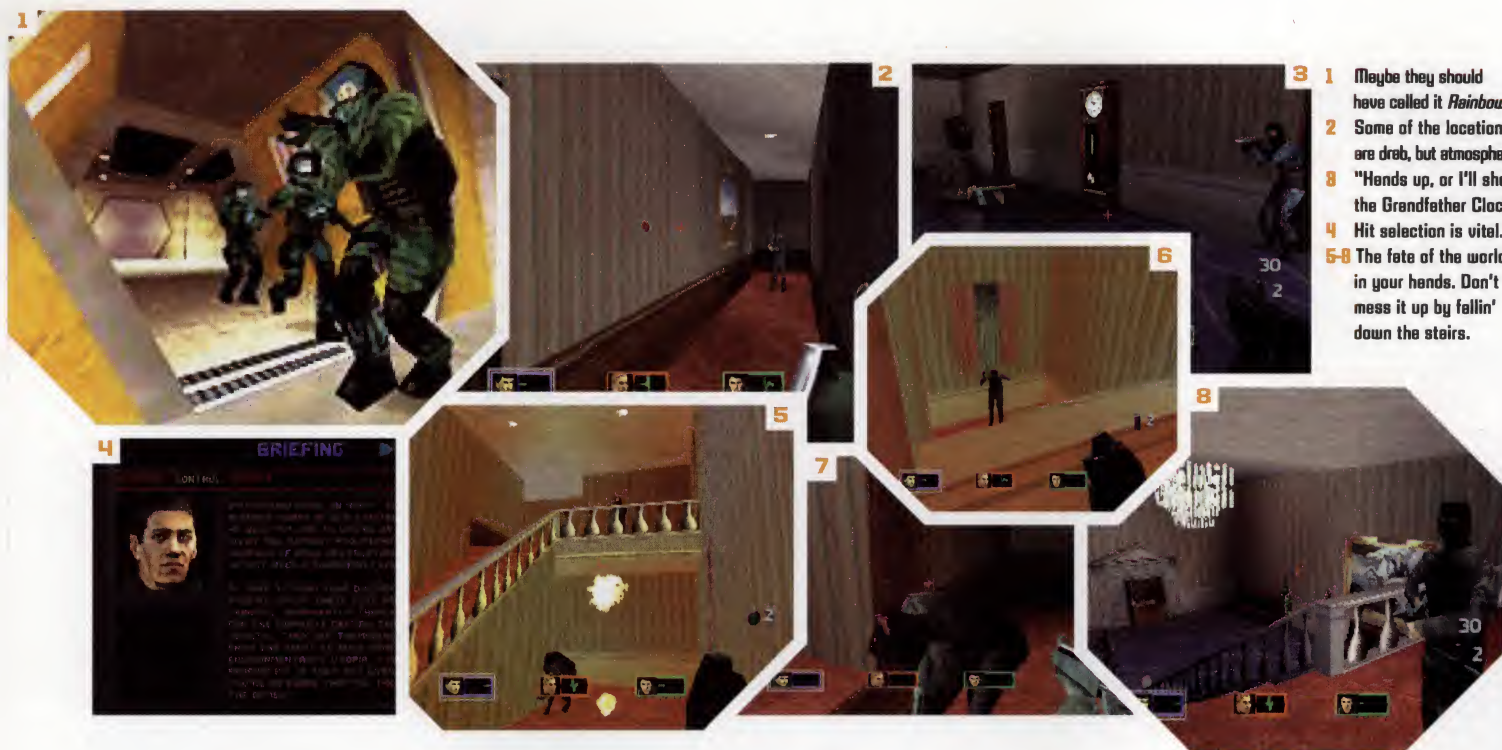
8 Finely-tuned slip-sliding.

7 Not quite big or hard enough.

Cooler than Steve McQueen in a fridge, *Sled Storm* is a cheeky cocktail of jumps, shortcuts and tricks — with ice. Unpretentious and highly playable.



analog

dual
shockmemory
cardnumber
of players

- 1 Maybe they should have called it *Rainbow 3*.
- 2 Some of the locations are drab, but atmospheric.
- 3 "Hands up, or I'll shoot the Grandfather Clock."
- 4 Hit selection is vital.
- 5-8 The fate of the world is in your hands. Don't mess it up by fallin' down the stairs.

Rainbow 6

If the world of hostage negotiation, terrorist threats and disco dancing is appealing to you, or if you thought that Solid Snake was a solid bore, then you should look here...

Every now and then a game comes along that surprises the hell out of you. *Rainbow 6* is such a game.

Rainbow 6 places you in a special operations unit tasked with resolving every type of situation from hostage crises to bomb scares, and even the occasional bit of germ warfare prevention. The game world is realistic and based on real life situations and using weapons and tactics employed by current Special Forces. Instead of an impersonal third-person perspective the action is viewed through the eyes of your men. You begin with three soldiers (not six!) in your team whom you control individually and who's

Once the action starts, everything has to be done carefully and quietly. Burst through one door and two rounds popped from your silenced MP5 drops the first terrorist. Change to your guy at the back door and kick it in, he throws a flash bang grenade into the back room, queue change back to first guy who now bursts into room where other terrorists are recovering from the flash bang and takes them out. You now switch to your third guy on the roof who smashes through the skylight, drops down into the hostage room taking out the guard and the hostage is secure. Magic!

On the negative side, the control system is not responsive enough, especially in an environment where one shot from an

"Your troops can be specialists in communications, explosives, bikini line waxing and other such useful skills, so it's important to have the right person..."

varied skills come in handy at different points in your mission. Your troops can be specialists in communications, explosives, bikini line waxing and other such useful skills, so it's important to have the right person in the right place at the right time.

You are provided with a detailed map of your operations area before and during your missions, which you use to keep track of your own men and important objectives. Your men only act while you are in control of them so it's important to place them carefully at the start of your operation so that they will be where you want them when you need them.

enemy can kill you. The AI of the characters is also limited, making rescuing the hostages very difficult. They have problems negotiating even simple obstacles like wide open doors.

There's nothing else like *Rainbow 6* on the PlayStation. It's also reasonably impressive graphically with some atmospheric locations, though the colours are a bit drab. The gameplay can get pretty tricky and missions can seem to be impossible at times, but it's all about figuring out the right tactics for each situation and moving quickly and quietly. Damn cool!

George Soropos

Publisher: **Jack Of All Games**

Developer: **Red Storm**

Release date: **November**

Origin: **US**

Style: **Tactical combat**

Price: **\$89.95**

ALTERNATIVELY

Metal Gear Solid

10/10 PSM 20

Syphon Filter 8/10 PSM 24

Mission: Impossible

7/10 PSM 28

VERDICT

8

A surprising qualifier... If you like combat games, this is one of the best available on the PlayStation. There's nothing quite like it.

GRAPHICS
GAMEPLAY
LIFESPAN

- 7 Great locations, but sometimes lacks colour.
- 7 Fantastic, rewarding and quite fun.
- 8 Try out different tactics on missions you've done already.

Lucky Luke

Publisher: **Ozisoft** Developer: **Infogrames** Release date: **Out now** Origin: **UK**

Style: **Platformer** Players: **One** Extras: **None** Price: **\$49.95**

Essentially a 2D-platform game with some novel extras, *Lucky Luke* is quite a retro experience. The action, for the most part, is confined to left and right movement, jumping, shooting and ducking. But while this might sound negative, it shouldn't. For *Lucky Luke* has a certain leathery charm, colourful cartoon graphics, smooth animation, funky cowpoke ditties and the gameplay itself is actually pretty darn good. Aided only by his six-shooter and trusty steed, Lucky has to

deal with disgruntled native Americans, vicious rustlers and punch-drunk cowpokes. There are two kinds of levels. Some are based around the platform format, while others are more arcade-like. These involve an exercise in tree chopping, a rudimentary fighting game and a first-person shooting game. With 14 levels and three bonus screens to play, it isn't vast. The puzzles are also too simple. But it's obviously aimed at the younger set, and should keep them occupied and entertained. Just make sure you look at more recent games first. **SP**

VERDICT

6



Lego Racers

Publisher: **Roadshow** Developer: **Lego Media** Release date: **November** Origin: **UK**

Style: **Hart racer** Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$89.95**

Teaming kart racing with these classic toys seems inspiring, appealing both youngsters and the post-irony generation. Choose a racer – Joan Of Kart being the ho-ho-larious highlight – or design your own. There's a chassis and a selection of coloured blocks. Switch 'em about, flip 'em and manufacture a race-winning roadster. Then slap a driver together by choosing trousers, top, head, helmet and expression. There are five opponents and 12 tracks based on Lego themes – Pirates,

Castles, Space and Adventures. Racing is pretty basic, you press **X** to go and try and unlock the next four tracks. There's a tetchy power-slide, plus a predictable glut of armaments. You can demolish surroundings to make shortcuts, adding tactics, but ultimately content is unoriginal, only Lego. Two-player mode lends the fancy a slightly more competitive edge, but from a visual perspective things are sub-par. It's also stupidly hard – a single misjudgment and you'll find your kart flailing at the back – a bad quality for a kids game. **SP**

VERDICT

6



LMA Manager

Publisher: **Ozisoft** Developer: **Codemasters** Release date: **Out now** Origin: **UK**

Style: **Soccer management** Players: **Four** Extras: **Memory Card** Price: **\$89.95**

LMA takes all the best bits from other sims and makes them work together in perfect harmony, and with panache. *LMA*'s achievement isn't just that it looks prettier than the competition, but that it makes the process of playing quick, easy and fun. Shoulder buttons let you flick between menus, while the D-pad and standard buttons let you select and change players and options. But the most revolutionary feature is watching each match in real-time. The action may be speeded

up, but every pass, tackle and shot that gets recorded in readiness for the final stats occurs right in front of you. You don't have to deduce who's doing well from bars or figures. You can also suspend play and cue up a substitution or tactical change. The cherry-on-top is the superb highlights, which feature commentary, superb animation and are incredibly realistic. Yet again Codemasters has produced a world-beater. Accessible, yet in-depth. Flash but no-nonsense gameplay. The best soccer management game on the park. **PW**

VERDICT

9



Fisherman's Bait: A Bass Challenge

Publisher: **GT** Developer: **Honami** Release date: **Out now** Origin: **Japan**

Style: **Fishing sim** Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$89.95**

An arcade-style piscatorial PlayStation pastime. There are six types of fish (plus the furtive "special" fish) splashing about in 15 scenic spots. The term "photorealistic" has been thrown around, but there's precious little to please the old irises. There's more to fishing than just turning up at the lake with your rod, though. You must pick your spot carefully, choose the right bait from seven varieties, and snap your reel with precision. To achieve a slight fishing effect

you need a Dual Shock. Use the left stick to steer the line left and right, and twist the right stick in a circular motion to try and reel the slippery bugger in. This can get quite vigorous and when the pad vibrates, you know you're in for a battle. Tournaments take about an hour, and there are eight difficulty levels. A two-player, fish-to-fish option is included, but unless you get two of similar ability, it can get tiresome. Overall, like the sport itself, *Fisherman's Bait* has very limited appeal, but it's enjoyable to while away an hour or so. **SB**

VERDICT

5



Championship Motocross

Publisher: **GT** Developer: **Puncom** Release date: **Out now** Origin: **UK** Style: **Motorcycle racing**

Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$89.95**

Despite the number of racing games available, there aren't many motorbike games, and the few around haven't been very good. Yet here's one out of the blue that, while it isn't in *Gran Turismo* territory, does have the goods as far as racing off-road on two wheels goes. With a basic offering of 125cc, 250cc and 500cc dirt bikes and 12 tracks, this game might not seem to have much on offer and the graphics don't seem terribly inspiring either, but they are fast and solid, and

the default camera angle gives an excellent sense of speed and involvement. The bikes take off like rockets and reach top speed pretty quickly, and the tracks are full of big jumps to get air and perform tricks off. The racing distances itself from the real-physics-obsessed majority of modern-day racers, veering instead towards old '80s coin-ops. However, deeper play reveals that pin-point speed control and skids are required to catch the leaders. Unfortunately, crashes are wildly variable. A basic racing game, but fast and good fun. **A-**



Space Invaders

Publisher: **Activision** Developer: **Z-Axis** Release date: **Out now** Origin: **US** Style: **Retro shoot 'em up**

Players: **Two** Extras: **Memory Card, Dual Shock, Analog** Price: **\$89.95**

Activision has tried to maintain the spirit of one of the most-loved early arcade games, while bringing in enough new features to try to keep it fresh (and justify a big price tag). There are 100 levels across 10 worlds, each with its own different terrain and obstacles, and over 20 enemy types to blast from your tank, plus large bosses, which look ridiculous. Of course no shooter would be complete these days without a big array of power-ups, which include bomberang bombs,

diagonal shots and powerful blasts to wipe out multiple enemies. You earn power-ups by shooting multiples of the same enemy types. Two players can play cooperatively. Graphics are reasonable with loads of special lighting effects, and there are even cut-scenes between levels and of course the classic arcade version hidden in there. There's nothing wrong with the project, except the idea of trying to sell a game that cost 20 cents a play 20 years ago for \$70 today. Even for teary-eyed nostalgia fans, there's just no long-term appeal. **JH**



In recent issues

name	issue	score
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AFL '99	PSM 23	7
Aironauts	PSM 25	4
Anna Kournikova's Smash Court Tennis	PSM 23	8
Ape Escape	PSM 24	9
Attack of the Saucerman	PSM 26	4
Bombberman	PSM 24	7
Bombberman Racing	PSM 24	6
Bugs Bunny: Lost In Time	PSM 24	7
Capcom Generations	PSM 25	5
Carmageddon	PSM 27	7
Chessmaster 2	PSM 25	8
Chocobo Racing	PSM 25	7
Colin McRae Rally Platinum	PSM 25	9
Croc 2	PSM 24	8
Destrega	PSM 27	4
Dino Crisis	PSM 27	9
Driver	PSM 22	9
FA Manager	PSM 24	7
FA Premier League Stars	PSM 26	5
G-Police 2	PSM 26	8
Grand Theft Auto: London 1969	PSM 24	7
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Um Jammer Lammy	PSM 25	8
V-Rally 2	PSM 24	10
Warzone 2100	PSM 23	9
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80 powerline cheats

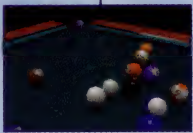
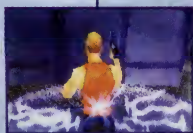
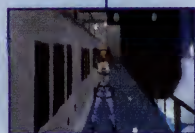
Be the main man in *Driver*, get into the swing of things with *Tarzan*, play God in *Monsterseed*, hit a homer in *Triple Play 2000*, play like Eddie Charlton in *Actua Pool* and beat your hapless mates in *Trap Runner*.

82 driver tips

Speed faster than a *Bullitt* through the streets of San Francisco, Miami, Los Angeles and Neo Yawk with our comprehensive guide to all 44 missions.

90 any questions?

Join tips guru Richie Young as he ploughs through a mountain of mail this month. There's helpful solutions to reader problems in games like *Tomb Raider 3*, *Abe's Exoddus*, *Syphon Filter*, *GTA: London*, *R-Type Delta*, *TOCA 2*, *The Fifth Element*, *CSC Retaliation* and *Destruction Derby 2*.



no worries

Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for *PSM* has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or email playstation@acp.com.au and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.

Powerline tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month. If you can't see a cheat for a game you want, give the Powerline a try and have a pen and paper handy. Alternatively, try using the unique code that's printed on every game.

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5. This month's Top 10 titles.

6. Information on PlayStation peripherals.

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press 0 for the main menu

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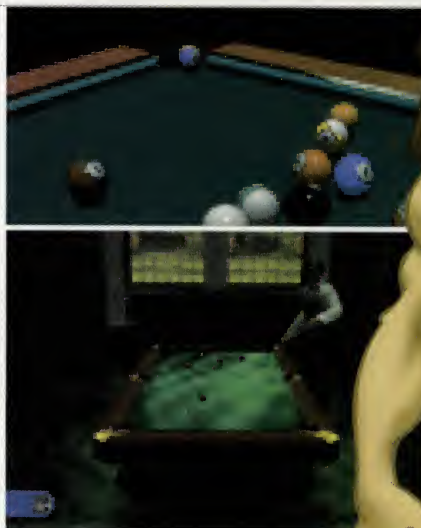
press 5 for this month's top 10

press 6 for information on PlayStation peripherals

Actua Pool

To access all of the pool tables, from the main menu select 'Options', and then select 'Character Setup' from the next menu of options. Now select which player number to change and **Select** to change the character name.

Now change your selected character name to the following numbers and letters: **C, W, 1, 2, (Space), 4, A, P.** If you now select the 'Match' option from the main menu you will be able to select all of the pool tables from within the game.



Tarzan

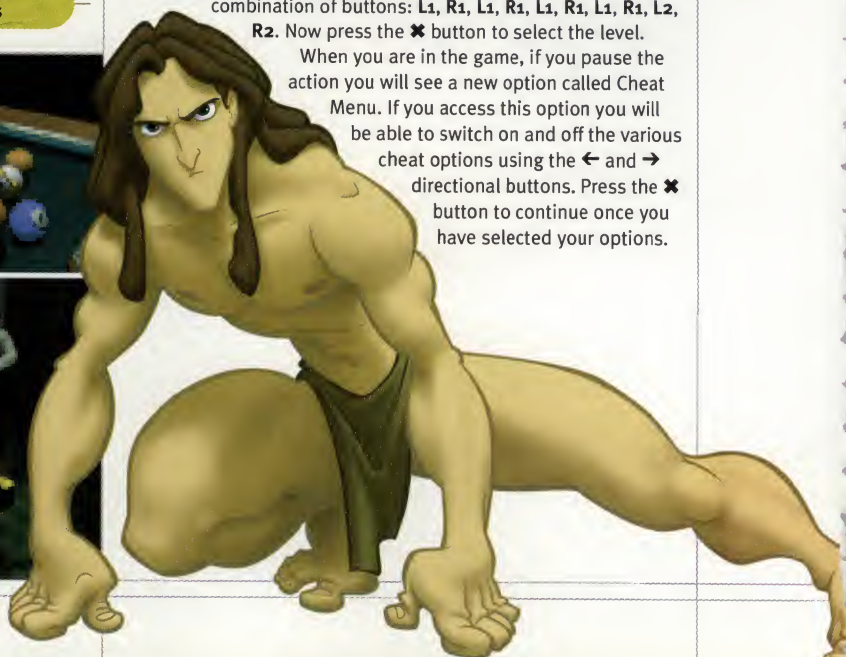
02088



The following cheat code will give you the option to freeze time, have infinite lives, and loads of fruit. On the title screen which shows the start game option at the top of the menu, enter the following combination of buttons: **←, ←, →, →, ↑, ↓, ←, →, ↑, ↑, ↓, ↓.**

Once you have entered the correct combination of buttons, scroll down through the list of options and you will find a new option. If you now select this option you will find a level skip menu. Highlight the level you wish to play and enter the following combination of buttons: **L1, R1, L1, R1, L1, L1, R1, L2, R2.** Now press the **X** button to select the level.

When you are in the game, if you pause the action you will see a new option called Cheat Menu. If you access this option you will be able to switch on and off the various cheat options using the **←** and **→** directional buttons. Press the **X** button to continue once you have selected your options.



Monsterseed

00311

This cheat allows you to access all of the monsters from the start of the game. After starting the game and receiving your first amount of money and Monsterseed from the old town chief, make your way off the screen to the left and select to visit the Soulin Fighting Monster Item Store. Speak to the girl behind the counter and then leave the icon pointing at the buying a monster option now on-screen. Now enter the following combination of buttons: **R2, R1, L2, L1, R1, R2, L1, L2, L2.**



If you have entered the correct cheat code you will hear a ringing sound effect. If you now select the buying a monster option you will find that all of the monsters from within the game are accessible. This cheat code must be re-entered on each visit to the monster item store to access all of the monsters. To access the end game credits, on the title screen press the following combination of buttons: **L2, R1, L1, R2, L2, R1, L1, R2, R2.** At the bottom of the screen the option to watch the end game credits will appear.



Trap Runner



To have an alternative piece of background music playing while fighting, on the 'Push Start' screen enter the following combination of buttons: **●, R2, R1, ▲, ✕, ■, →, L2, L1, ↑, ↓, ←.** If the cheat code has been accepted you will hear a whoosh-

ing sound. When you now begin your battle, an alternative piece of background music will be heard.

To access the three bonus characters Elg, Dyn, and Rem, on the 'Push Start' screen enter the following combination of buttons: **L2, L1, ↑, ←, ↓, →, ■, ✕, ●, ▲, R1, R2.**

If the cheat code has been accepted you will hear an explosive sound. The bonus characters are selected by either pushing **←** from the character Van Raily, or **→** from the character Tenrou Ugetsu. This cheat is only available in the Vs Computer mode of the game.

To change the clothing of the characters, on the 'Push Start' screen enter the following combination of buttons: **R2, R1, ▲, ●,**

Triple Play 2000

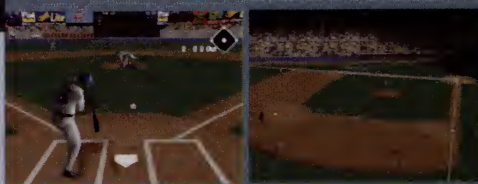
01625

The all-star game cheat code will allow you to play Baseball 2000 using the national and American teams in exhibition mode only. Select to play the exhibition mode from the main menu then select the options mode from the bottom-left corner of the screen. Now highlight the DH rule option and enter the following combination of buttons: **■, ●, ■, ●, Start.**

If you have entered the cheat code correctly, when you return to the team select screen you will find that you can now select to play using either the national or American baseball teams.

The Auto-hit cheat code will allow you to change the values of the ball hit before the ball is actually hit. Select 'Options' whilst in game (except for the Home Run Derby) and highlight the Vibration option. Now enter the following combination of buttons: **L1, R1, L1, R1, Start.**

If you have entered the cheat code correctly, you will return to the



options menu where you will see a new option called 'Auto-hit'. You will now be able to change the settings for the ball status, Y and X-angles, power, SideSpin, and the X and Y cross.

The shell option cheat code will allow you to change the colour of the background and transition screen wipes within the game. Select 'Options' whilst in game, in any play mode, and highlight the 'Credits' option. Now enter the following combination of buttons: **■, ●, ■, ●, Start.**

If you have entered the cheat code correctly, you will automatically be taken to a new screen, which shows options including the cursor repeat display and help fader.

Driver

01907

Invincible: **L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1.**

No police: **L1, L2, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2.**

Rear wheel steering: **R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1.**

Long suspension: **R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1.**

Mini cars: **R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2.**

Upside-down screen: **R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1.**

View credits: **L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1.**



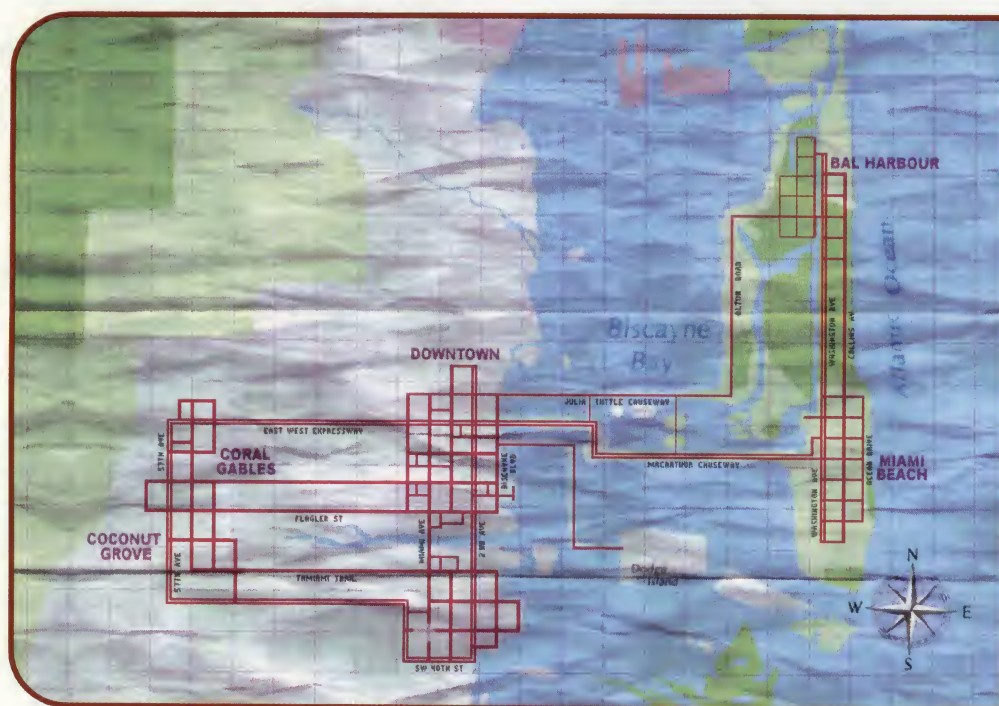
✕, ■, →, ↓, ←, ↑, L1, L2.

If the cheat code has been accepted you will hear an electronic sound. To select an alternative costume for a character, before pressing the **✕** button to select a

character, press the **Select** button and the character's name will change from a blue colour to a red colour. This cheat is only available in the Vs Computer mode of the game.

Driver

Seatbelt fastened? By the end of this lesson in defensive driving you'll be as competent as any cabbie. **Dan Meyers** jumps into the instructor's seat for this 44-mission 'drive-through'...



MIAMI

Okay, Miami's the setting for your first batch of covert missions into the underground. Here's where you pick up the skills you need for the rest of the game. There are only a couple of tricky runs to cope with. Deciding how to get from one end of the city to the other, however, requires some thought. There are two possible routes, but to be honest, you're always better heading along McArthur Causeway. The cops are adept at setting up roadblocks, and by using the central reservation you can circumvent the blockade.

MISSION 1: THE BANK JOB

A simple introduction to the noble art of getaway driving. Target — a bank in North Downtown. The gang's inside frightening the life out of little old ladies. You come tearing down the street, pull up outside and pick them up. Just make sure you wait until there's just 15 seconds left on the clock before pulling up, otherwise the bank staff will phone the police. Once you've made

the pick-up, get going back to the lock-up in South Miami Beach, avoiding any coppers on the way. They may not have the advantage of radar, but if they catch a glimpse of your tail-end, they'll be after you like a shot. Pull up at the lock-up, or the gang won't be able to get out of the car. Job done.

MISSION 2: HIDE THE EVIDENCE

Every cop on the block's after your motor because some fool swiped it from the mayor's office — it needs a hefty re-spray to make it unrecognisable. To that end



you're going to have to find a budding Phil Mitchell to do the job. Luckily there's one round the corner from North Bal Harbour. Actually, it's on the other side of the city, but that's a minor detail. Whatever you do, don't take the Tuttle Causeway, it's far too narrow and the police will be on your back as soon as they catch sight of you. Take the four-lane highway back into town and head for the docks. Try not to pick up any tails, as it's tricky to lose them before the mission ends.

MISSION 3: TICO'S RIDE

Tico's got a job on. Apparently some geezer owes him big money and needs a quick workout with a sledgehammer to encourage him to pay. Take the left-hand bridge out of there (the other way's far too long-winded). Once you uncover Tico's secret, spin off towards Coral Gables, avoiding all the police cars along the way. Tico doesn't like the cops.

MISSION 4: CASE FOR A KEY

Tricky mission this one. It comes in several sections that are highly dangerous for the shiny chrome of your car. Try to complete the first section with as little damage as





possible, then save the game. How much damage you rake up, and how many cop cars you attract determine the next couple of sections. Put it this way: there will be a blockade on the bridge to Dodge Island, and if your car's not ship-shape, you won't make it through.

First up, head for South Miami Beach to pick up the key, then dash back across the Bay to the second pick-up in the Marina. By this time you'll have attracted the attention of a few tails. Avoid them as best you can. Chase the boat by taking the narrow road out to Dodge Island, cautiously passing any police cars along the way. An interesting method is to hug civilian cars quite tightly. For some reason the cops are loath to smack into you if there's a risk of damaging innocent members of the public. Speed onto the island and follow the signs to your elusive contact.

MISSION 5: THE CLEAN-UP

The main problem here is avoiding the police. Some idiot has left a car outside the police commissioner's house and your job is to get it back safe and sound. Use the four-lane highway to get it back to a small garage, east of Miami central. Try not to pick up a tail; they're hard to lose as you cruise through central Miami and there are so many on patrol.

MISSION 6: TANNER MEETS RUFUS

Dead simple mission. Just blast up McArthur Causeway and make the connection with Rufus in the far east of Miami Beach. Be careful not to pick up a tail though; Rufus won't be best pleased if you turn up with half the Miami Police Department. Plus, if they're still on your back by the time you reach the target, you'll more than likely only have a few seconds to lose them. Not easy in this particular part of town.

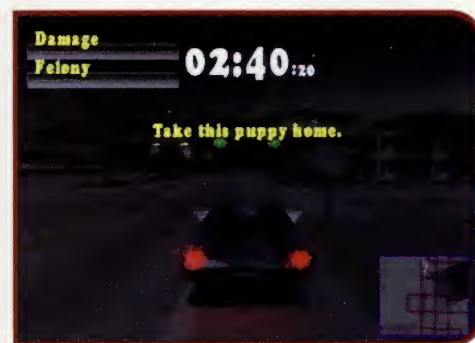
MISSION 7: BUST OUT JEAN-PAUL

Could well take a bit of time to crack this one. The target's in a paddy wagon on his way to jail. You have to ram the car off the road and whisk him to safety. The problem is that these drivers are pretty sharp, so you'll have to be super quick at the outset to keep up. Floor the car and get a quick ram in straightaway. That'll stun them, but keep up the pressure and don't let them get away. It's possible, and preferable, to smash them off the road within

a block. That way you'll have a clear route up and over to the safe house in Bal Harbour. If you can chase him over the McArthur Causeway, so much the better, as the two sharp corners allow you to predict which way he'll turn and get good contact with the car. Don't pick up a tail on the way though, or you'll open up a world of trouble.

MISSION 8: PAYBACK

Ahhh, the sounds of extortion on a Sunday afternoon. This mission appears to involve more work than it actually does. Blast around the city, smashing up five cafés belonging to Alex Bomperini, who thinks he doesn't need your "help" any more. The restaurants are easily located if you keep an eye on the radar. There are a couple in the centre of town, one in the downtown area, another in Coral Gables and finally, one in Coconut Grove. Once you've made your first impact, wheel spin around inside, smashing up more tables for a decent time bonus.



Obviously, such wanton destruction attracts the attention of the coppers, and after the first couple of attacks they'll be on your tail. Fortunately they're not very quick or very tough (at this stage), so they shouldn't cause too much of a problem. When you reach the area indicated by the radar, slow down and keep your eyes peeled — the red arrows which direct you to a target are sometimes a bit tricky to see.





MISSION 9: SUPERFLY DRIVE

Tough mission this one, especially if you pick the wrong route. The temptation is to take Tuttle Causeway across to the other side of the bay, thinking it'll be the quicker option. The trouble is the police have set up a bundle of roadblocks, which will cause untold damage to your sensitive new motor on impact. It can be done, but it's very hard. Take the wider route and you'll stand a much better chance of success, although it means making sure you don't prang the car at all, as it's that little bit further to the target.

MISSION 10: A SHIPMENT'S COMING IN

Relatively simple, although there's the problem of negotiating the narrow causeway to Dodge Island. Thankfully, the coppers won't bother you too much, so floor the throttle and you should make it onto the causeway before you attract any attention — that way no roadblocks are likely to hamper your progress. When you reach the island, just blast through the crates that are piled up on the roundabout. You've not got the time to muck about with the rules of the road.



Make the connection and blast back the way you came, following the reverse of the signs you followed on the way in. Blast back to the lock-up as quickly as you can.

MISSION 11: BAIT FOR A TRAP

Extremely tight timing is required on the first section. For starters you've got to get over as far as Bal Harbour in as short a time as possible. Use the McArthur Causeway again; it may be longer but it stops you getting caught up in any traffic jams of the police variety. Ram into the back of the black car and force him to chase you back down the freeway towards Miami Beach. Just make sure you don't get too far ahead of him or he won't be able to keep up. Once you reach Miami Beach, follow the red arrow and the poor chap will find himself on the wrong end of a baseball bat. *[That's lovely... — Ed]*



enemy car out of the way. The thing is, this guy is a lot more skilful than Mr Plod in his battered old motor. Race along behind him and take him out on the corners; just make sure you stove him into the ground or he'll live to grass you up another day.

MISSION 12: TAKE OUT DI'ANGIO'S CAR

Another relatively simple task that involves battering an

MISSION 13: THE INFORMANT

A potentially tricky mission thanks to the sheen of water lying across the road. With the rain chucking down, spin right out of the lock-up and bear right again, as if you were heading for the bridge across the bay. You can spot the train quite easily from here, so follow it along the route until it bears sharply left. After a couple more sharp turns it'll pull to a halt and a red

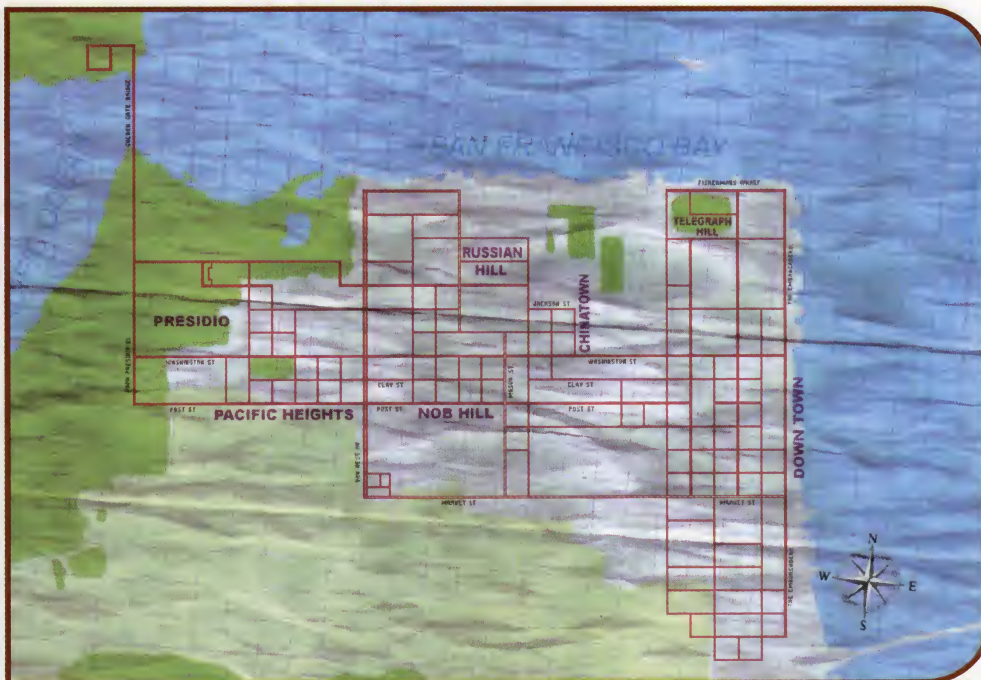




arrow will indicate where the pick-up should be made. You only have a measly three seconds though, so stick your foot down and fly underneath the train track; it'll save a few short moments unless you crash into a pier.

SAN FRANCISCO

Frisko features a lot of huge-great-long straights. The trouble is they're interspersed with a lot of rather severe bumps. Remember Steve McQueen in *Bullitt*? Also, you'll find the car a little heavier than the one you used in Miami so, although it's faster, the risks



soon become apparent as you fly off the various precipices scattered around the city. The inclusion of the Golden Gate Bridge is a nice touch. Try using the Take A Ride option to get familiar with the city and you'll be in a much better position for the actual missions themselves.

MISSION 14: THE CASINO JOB

A relatively simple mission to get you used to the routes out of your lock-up in Chinatown. Leg it down to the Casino, south of Nob Hill, pick up some hoods and head for the warehouse in South Downtown. One thing to watch out for is corners. They're a little more congested than in Miami, and thanks to the tram system, full of strange dead ends that appear in front of your speeding car. It's a long way to the warehouse but you can see the red arrow quite easily once you get there. How to get in is another question. You'll find the entrance tucked away on the south side of the building. Blast through the boxes and drive round clockwise until you reach the connection point.

MISSION 15: THE BRIEFCASE

There are three places to locate before you meet up with The Man. First up is Levy's. You'll find it quite easily in the Downtown area. Don't worry, there's plenty of time. Next, race to the liquor store in Nob Hill and blast through to Russian Hill for the final part of the test. Don't stop at any of the red markers — just shoot through on to the next one, using the radar as a

guide. You'll find Maupin's over by Presidio, which is handy for the next stage of the mission. Shoot over the Golden Gate Bridge to the exchange point in the mountain block on the other side of the bay. It's amazing how many cars can spring from one block. Needless to say, avoid the police. You can't afford to damage your car too much, as it's a pretty long mission.

MISSION 16: GUNS IN THE TRUNK

Yet another relatively simple pick-up job. Head down to Fisherman's Wharf and hide the stash of shotguns in the boot. Then ferry them back for collection by Jimmy. As ever, avoid the police; they don't take kindly to discovering high-end firepower stashed in the boot of a car. The time limit's no problem at all on either section of the level, so use this to your advantage by taking the more obscure routes away from the boys in blue.

MISSION 17: VISIT TO THE MALL

Head off for the Mall, and an easy smash-and-grab raid, then dash back to safety. Careful timing is necessary on the way out. Drive flat out and you should make it all right. Then you'll be up for the haul home, but bear in mind it's a long way across the city and you really can't afford to damage the car too much. The police will be on your back most of the way, so use the

tramlines to your advantage. Duck in and out of the moving trams and with a bit of luck the coppers will crash into them. That'll keep them at bay for a little while at least.

MISSION 18: TAXI!

Of all the missions in the game, this must surely rank as the simplest. Bloke in back of motor — you throw





said car around the streets of San Francisco until gentleman in the rear seat can't stand the pace any more. The bar indicates how fearful your driving is making him feel. When it's full he gives up. A few 360s and a game of chicken with the police usually does the trick quite quickly. Crash the car by all means, but try not to smash it up completely.

MISSION 19: IN THE PICK-UP

A nice mission idea, but the risks become all too apparent after the first few attempts. There's a crate in the back of your car full of premium gelignite. If you get the car busted up, the package will blow. Caution is the name of the game. Drive slowly up to the warehouse in Chinatown, avoiding all the police in the area. They'll start conducting kamikaze missions just for you and your car if they spot you. Funny place, Frisco.

MISSION 20: COSY TO THE CHOPPER

Picking up young Cosy's no problem at all. It might have to be quite tightly timed, but he's only round the corner. The next leg, however, can prove a little trickier. You've got to get him to the helipad and

it's quite a way. It's also a little bit wet on the roads, so take it easy round the corners and try to keep one eye on the clock. The police shouldn't prove too much of a problem until you get towards the end of the run, but once Cosy's safely ensconced in the helicopter, there's no way they can stop him getting away.

MISSION 21: THE CHINATOWN PICK-UP

The first pick-up's simple. It's an emergency though, so you'd better put your foot down and get over to North Downtown. Pick-up outside the Pawnshop, then



floor it all the way back to Russian Hill and Chinatown. You'll have to duck down to the Southside to make it safely. Just drive quickly and avoid the cops.

MISSION 22: THE MERCY MISSION

Mojo has got himself into a spot of bother, so it's Tanner to the rescue. You have three phone box targets to hit and the timings are tight for all of them. Spin off to the north end of Downtown and make the first call. The second one's in the far south of Downtown — a hell of a trek but it's fairly straightforward. Finally head back across Nob Hill and pick up the hapless Mojo. The bonus here depends on maintaining your speed — don't crash and you'll be fine.

MISSION 23: THE SETUP

The first problem here is the weather; it's incredibly wet, causing your car to spin around more than usual. Get over to the multi-storey carpark and shoot straight upstairs. You'll notice your car still slips on the concrete even though it's dry inside, so control it carefully round the corners. The target's at the top, but you'll quickly find you've been setup as hordes

of cop cars come screaming round the corner towards you. Battle your way out and attempt to hobble back to the lock-up. Not easy as most of the SFPD is after you.

MISSION 24: THE HYDE STREET PICK-UP

A similar job to the sky train one in Miami, just pick up the guy as he steps off the tram at Hyde Street. Obviously the police are going to be on the lookout too, so you'll have to drive quick sharp once you've grabbed the informer. Race down towards the Embarcadero to the safe house as fast as possible. The

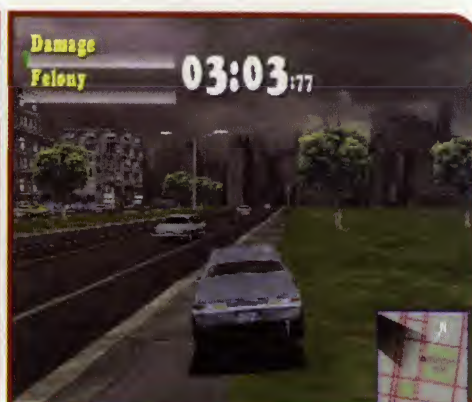
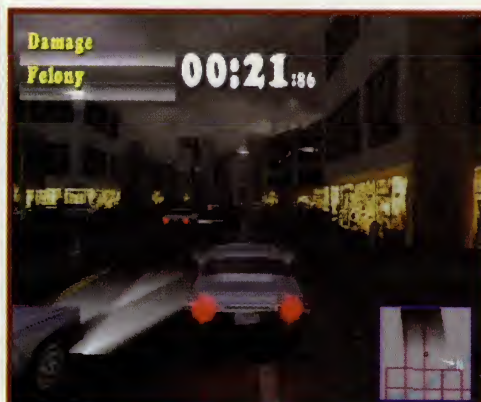
clock's running so try not to crash on the long straight, if you can help it.

MISSION 25: TANNER AND SLATER

Another one of those damnable chase situations, this time with the highly adept Mr Slater at the wheel of the opposing car. The guy's very sharp, so you might care for a bit of pursuit practice in the sub-game before you get cracking. Keep tucked in tight behind him, but allow him to spin off along the pavement. Make sure you stay on the right side of the road. Eventually he'll have to cut back into the traffic, thus slowing down and allowing you to cut in and hit him. Five or six good hits should do the trick.

LOS ANGELES

The first thing you notice about LA is the sheer scale of the city. It may not look too far on the map, but these freeways go on forever and are often, shall we say, a little dull. Also, thanks to the fact that it's almost permanently dark, it's a little difficult to see the ends of the roads until you get used to the layout. You'll often find yourself flying down towards a skyscraper, only to



realise the pavements, or sidewalks, are wider than normal, you've missed the turn-off and are careering into the glass front of a Wal-Mart. Not recommendable. Drive safely, and have a nice day.

MISSION 26: STEAL A COP CAR

You've managed to acquire a police motor car from certain illicit sources. You simply have to drive it back to the pick-up location. Bearing in mind this is your very first mission in LA, you'll probably have a lot of work to do to familiarise yourself with the scale of the city. The best method is to boot it up the freeway — just make sure you get in the right lane. Check out the siren too. Lots of fun for scaring the other road users but if you disturb the cops, they'll be all over you like a rash, so stay out of their way.

MISSION 27: LUCKY TO THE DOC'S

Little bit of a problem here. One of your hombres needs to be rushed hospitalwards as he's taken a bullet in the leg. Race up towards the East End and you'll find your gang in a back alley on the right. The timing's very tricky on this section, so you'll have to make sure you don't crash or pick up a tail. Once Lucky's in the back of the car, shoot off down towards the hospital. You can afford to take it a little easier on this section, even though the doctor's right across the other side of the city. Make sure you lose any police that endeavour to chase you down the highway. Nursey doesn't like her wards swarming with filth.

MISSION 28: THE CHASE

The standard hot-pursuit situation has arisen once again. Don't lose contact with the target (obviously) or the masked Mafioso will be a bit put out. The advantage in this situation is that you know which direction Duval's heading in. Check out LAX on the map. See that bit of



Freeway down towards the actual airport? Perfect for an attacking run, wouldn't you say?

MISSION 29: MAYA

A mission straight from the pages of *Pulp Fiction*. Maya's overdosed and you have to get her to the hospital quick sharp. The first section's cool. Just make it to the clinic as quickly as you can without crashing or picking up a tail — that'll give you a few more vital seconds on the next part of the mission. With Maya in the backseat, fly down towards the hospital in the far south of the city. Don't stop for any lights, dodge any crashes, don't pick up any tails, and you might — just might — make it through safely. Since you've only got an extra minute on the clock, it can prove pretty difficult.

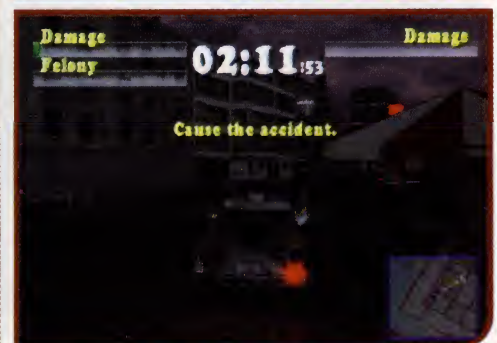
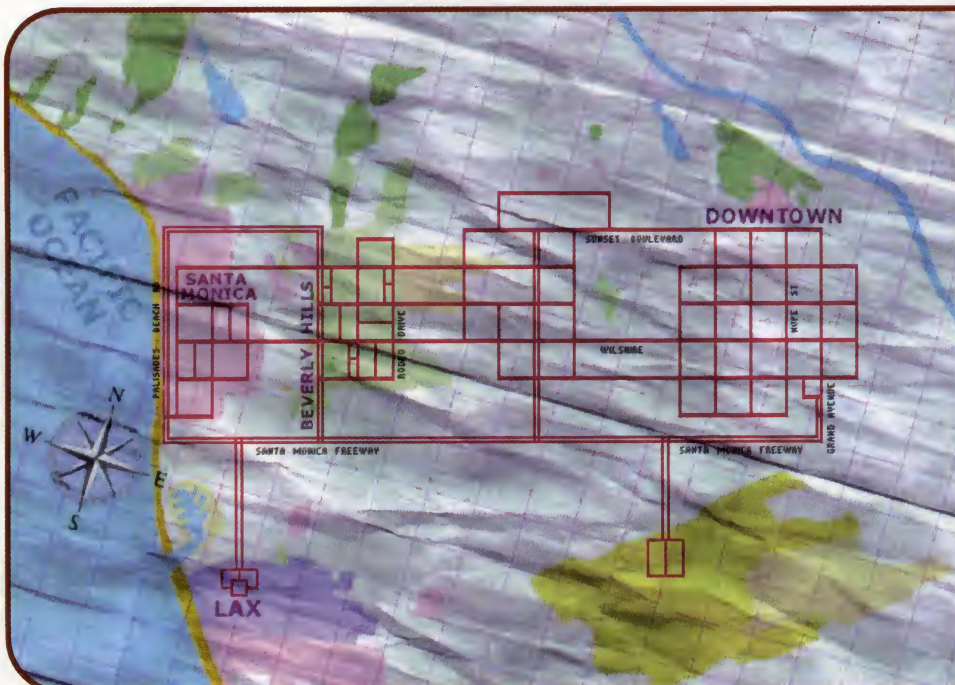
MISSION 30: THE MADDOX HIT

A tricky trail through the alleys of LA is the name of the game here. First up, collect your hit squad. They may be quite a way away, but it's a simple enough route if

you keep to the really straight roads and floor it. As you get closer to the carpark, keep on the main road until you spot the target, then turn left into the multi-storey and head for the roof. If you've got time, arrange yourself so you can shoot straight out, because the time limit on the next stage is extremely tight. Try not to crash too much or you'll never make it through the level. You're heading towards Sunset Boulevard and the theatre. After the shoot-out, the final section involves a convoluted drive to safety with the full weight of the law on your back. The car will probably be badly damaged, so pick the straightest road southwards and stick to it before veering onto the freeway and finding the lock-up.

MISSION 31: LUCKY TO THE CRIB

Lucky's in some bother, and you're up for the rescue job. Time to pick up a squad of hit men for the first section, so fly across town to their contact point. It shouldn't





take too long, but even if you prang the car don't worry, you've got plenty of time. The trouble is you've then only got a minute to get across town to make contact with The Man before he takes a bullet. Don't stop for anything, but at the same time be careful not to pick up a tail, as there's simply not enough time to lose him before the end. If you do crash, you're probably best off restarting the level. Work out at the start of the second stage which is your preferred route back across town.

MISSION 32: THE BEVERLEY HILLS GETAWAY

Thanks to the trappings of the rich and famous of Beverley Hills, any criminal activity is frowned upon (unless committed by its inhabitants of course). You're obviously up to no good, and consequently attract coppers like flies. For the first section you'll find that any slight traffic violation will result in a tail, so take it very easy on the way out. You've also got really tight timing to contend with, making the trip a whole lot harder. After the heist you'll be faced with a department load of police cars to evade. Most of the time the drop-off point in Santa Monica is surrounded by cops by the time you get there, entailing a trip right across the city to a safe house in the far east of Downtown. The chances are your car will be a bit beaten up by then, so be careful.

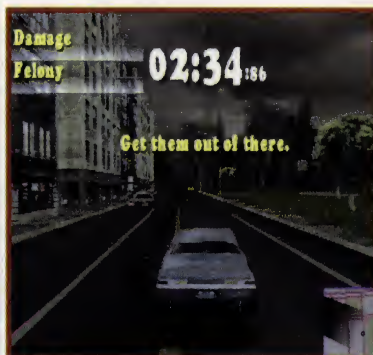
MISSION 33: THE TEST RUN

A dead simple mission this. Drive from one end of town to the other as fast as you possi-

in an extremely high-powered car. All the landmarks are here, but you won't have time to check them out because these missions will require all your concentration. This is where the whole game gets really hard: flimsy cars that take only a couple of knocks, or the entire cop shop on your back. Very *NYPD Blue*. For the tourist's-eye view, choose the Take A Ride option.

MISSION 34: GRAND CENTRAL STATION SWITCH

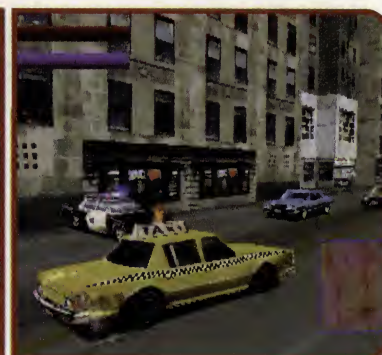
The first job in New York isn't too hard, but there's a long way to go and it's very wet on the ground.



ble can. Take your pick, fly through the centre, or hop on the Santa Monica Freeway and take the straight route. The trouble is, because LA is such a huge city, the prospect of a trip along that much freeway really doesn't appeal. There's not much of a time limit, so you decide. The contact point's in the far north-west corner of the city.

NEW YORK

Home to the yellow cab and shouting people. A very exciting town that's about to be made even more perilous thanks to the fact that you're about to start sliding around the streets



You meet the contact up by the big town hall type building, and then you're faced with a run all the way across town to the station in the south-east. There's plenty of time, but the limit's spread across both sections, so make sure you leg it from the station back to the town hall to complete the mission in the allotted time frame. An added problem is the fact that both the police and the bad guys are out to get you this time, so watch out for any dodgy-looking folk driving round the streets.

MISSION 35: LUTHER'S HEAP OF JUNK

This is a potentially annoying mission. The car you're driving is on its last wheels; two knocks and the mission's over, so treat it with care. Thanks to the fact that it's barely roadworthy, the cops also tend to want to snout round the chassis. Try and stay out of their way. You're heading from the north of town all the way down to the East River where there's a small island. That's a long way, but thankfully there's no time limit, so just take it steady.

MISSION 36: THE ACCIDENT

Strap into your police car and chase after Granger. You see him flying past the gates where you're hiding. Blast out and pile into him. His car's not too sturdy, so a few decent knocks should do the business. He's fairly predictable; a little slide to the left indicates a mighty turn to the right. Catch him at the apex of that



turn and you'll make great contact, shoving him across the road and into oblivion.

MISSION 37: THE RESCUE

Get ready for a long slog through the city streets. This job entails rescuing some chaps from a police shoot-



MISSION 44: THE PRESIDENT'S RUN

The final mission. As you might expect, it's not going to be easy at all. You have to take him from the west-end to an underground carpark in the south-east. The car you're in can't take much damage; the slightest dint creates all manner of mechanical faults, and you've got the entire NYPD, as well as a load of criminals to evade. Slip past the taxi line by darting through the hole to the right, and face the approaching army. The police will try to run you off the road. Just stay out of the way as best you can and take the corners slowly. This mission will probably take more than a few tries before you crack it. If you're having trouble, switch off the car damage — it makes life much easier. Cop that!



out, and obviously the coppers aren't very pleased when their target gets away. Don't pick up a tail in the first section or you'll never be able to lose them when it comes to the rescue. Once you've picked up the lads, leg it back across town. Police across the city are obviously hungry for your blood, so drive quickly and carefully — the cop cars will ram you on sight. Once you hit the freeway, you'll need less than half damage to make it to the other end and into the safe house. Anything more than that and you're better off restarting the level. When you reach the destination, head round to the right-hand side and approach the central buildings.

MISSION 38: TAKE A CAB

A simple level if you take the easy way out. The taxi you're driving is incredibly susceptible to getting knocked and since there's no time limit to the mission, you can get away with crawling it back to the target across the river. Whatever you do, don't use the Brooklyn Bridge — the two arches cause trouble if you're flying along at any kind of velocity. You shouldn't have too many problems here though.

MISSION 39: TRASH GRANGER'S WHEELS

The target's fairly easy to find, and you'll quickly be able to knock him out of the ring, especially if you manage a few hefty sideswipes rather than the delicate rear end shunts. The problems start when you try to make your escape, surrounded by cop cars nudging you into the walls. Once you break

free, spin off towards Central Park and you should lose them.

MISSION 40: TAKE OUT GRANGER'S BOYS

A chase situation that proves rather difficult thanks to the fact you've got four cars to contend with. You'll have to try and smash the enemies into the buildings, rather than taking the brunt of the collision yourself. That way your car doesn't sustain quite as much damage as it could do. Still, it's quite a challenge to come out of this alive. The police don't exactly help much either. Keep on moving, or you'll just end up the victim of a multi-car pile-up.

MISSION 41: THE NEGATIVES

Yet more hot pursuit action. Chase after a car through rain-soaked streets in an attempt to get the mayor's dirty pictures back. With a bit of luck you can bag him within a block, but the longer it goes on the less chance you've got of getting him. The car's a little bit twitchy, spinning out through corners and the like. Take it steady round the bends, gradually increasing the power rather than attempting to slide into them. You'll get him eventually.

MISSION 42: RITE OF PASSAGE

Damnably difficult mission. Four minutes to traverse the entire city of New York. You should hit the Brooklyn Bridge well before the three-minute mark and shoot northwards for the long straight run to the east. That's the section that will cause the most trouble. Watch out for any cars that seem oblivious to you careering down the road. The final couple of twists and turns are a little problematic, especially in the wet weather. Don't crash — you can't spare the time.

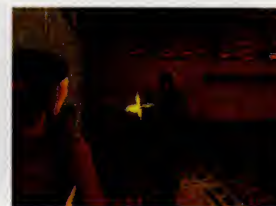
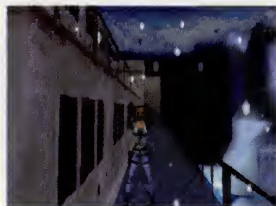
MISSION 43: THE ALI SITUATION

Dead easy level for a gentleman of your calibre. Hop in the motor and take it right across the city to a motel. You've got a young lady in tow, so you could be forgiven for showing off your skills, not that she thinks much of them. Don't crash too many times, like more than twice, and you should be fine.



any questions?

Baffled? Flabbergasted? Losing sleep every night thinking about Lara Croft stuck in a tight top, err we mean spot...? PSM is here to help in this new section. Lost souls should drop game guru Richie Young a line at Any Questions? Official Australian PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or email playstation@acp.com.au.



The lovely Lara's cheating ways – check out our tricks to gain entrance to the racetrack, and pick up weapons, medikits and save crystals in *Tomb Raider 3*.

TOMB RAIDER 3

Q: In *Tomb Raider 3*, I can't get into the place where the maze was in *Tomb Raider 1* and *2*. I had a peek through the gates and saw a quad. I can't find the key and desperately want to have a rasp. Is there any way of getting it?

Jane Fitzgerald, NSW

A: Jane, you are truly as mad as a Cossack. Who in their right mind would want to take a rasp to a quad bike? Surely a roughly hewn plank of wood would be better for the carpenter's most toothsome of friends? Anyway, from the gist of your letter you seem to require entrance to Lara's racetrack. Not being averse to bending the rules, perhaps you'd care to try this little code. Tap in the following keys while ambling around the mansion, **R2, L2 (x 3), R2, L2 (x 6), R2, L2 (x 5), R2, L2 (x 2)** and the gates should swing open.

While we're on the subject of Lara's cheating ways, here are a few more tricks. Skip

through the levels by tapping in **L2, R2, L2 (x 2), R2, L2, R2, L2, R2, L2 (x 4), R2, L2, R2 (x 4), L2**. While you're at it key in **L2, R2 (x 2), L2 (x 4), R2, L2, R2 (x 2), L2, R2 (x 2), L2 (x 2), R2, L2 (x 2), R2**, to pick up just about everything – weapons, medikits and save crystals. But not a rasp. No.

EVIL ZONE

Q: What's the story with *Evil Zone*? I've played the game to death, but I have this weird feeling I've missed half of the action. Are there any hidden things I've missed?

Dylan, Qld

A: PSM salutes you with a stabbie of VB, young Dylan. Try these to add a longer life to the game:

- * Achieve closure on the One Player Mode to receive the extra option, Narrator Mode.
- * Reach the finale of Story Mode and you'll pick up your chosen character's biography and a few snapshots.
- * Master all the game

modes and you'll get another mode with a new FMV sequence. You can also get seven extra triumph poses for each character, depending on the number of opponents you thrash. The more wins, the more poses.

THE FIFTH ELEMENT

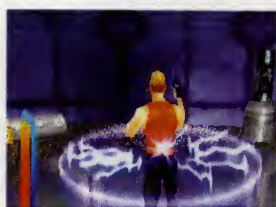
Q: I want cheats for the *The Fifth Element* or otherwise, please send me Richie Young wrapped up (your choice). Either way, I'll be happy! I'll be waiting by my mailbox! Erin, Tas.

A: Sorry Erin, we're afraid you've won *The Fifth Element* cheats. Hold ● and ▲ and L2 down at the main menu and you'll uncover the joys of unlimited lives, weapons, items, and all the FMV sequences in the game. One outta two ain't bad...

ROCKS AND GEMS

Q: Have you heard of a game called *Rocks And Gems*? I'm completely stuck and need a few

To gain unlimited lives, weapons and items in *The Fifth Element* you'll have to read our answer...





GTA & GTA: LONDON

Q: I need cheats for Grand Theft Auto and GTA: London.

Terrence J. Blow, via email

A: Hey Terry, you want 'em? You got 'em.

Grand Theft Auto

Enter the following codes as the name of the driver.

GROOVY – All weapons
WEYHEY – 9,999,990 points
BLOWME – Coordinates
EATTHIS – Wanted level max
THESHIT – All items
TURF – All cities
MADEMAN – All cities and weapons
BSTARD – All cities, infinite weapons and 99 lives
FECK – Liberty City Part 1 and 2
TVTAN – San Andreas Part 1 and 2
SATANLIVES – 99 lives
EXCREMENT – x5 multiplier
CHUFF – No police
PECKINPAH – Armour, all weapons, and a "Get Out Of Jail Free" card
URGE – All cities Parts 1 and 2 except Vice City 2
CAPRICE – All cities Parts 1 and 2
INGLORIOUS – All cities
HANGTHEDJ – All cities, lots of money, all weapons and a parrot

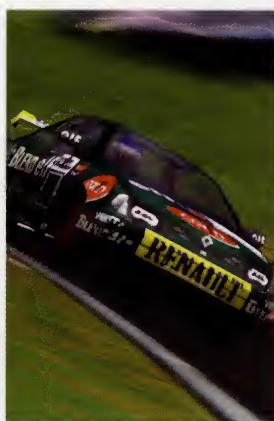
Grand Theft Auto: London

Enter the following as the person's name.

MCVICAR – Unlimited lives
TOOLEDUP – Unlimited ammunition
BIGBEN – 99,999,999 points
SWEENEY – Map coordinates
OLDBILL – Max wanted status
GRASS – Wanted status completed
MAYFAIR – Level 2 Mods and Sods
PENTHOUSE – Level 3 Chelsea Smile
RAZZLE – Level 4 Dead Certainty
SORTED – All weapons and unlimited ammo
HAROLDHAND – All levels, weapons, ammo, lives, map coordinates, 99,999,999 points and five multipliers



In *TOCA 2*, key in *MECHANIC* when you get to the name section to unlock all cars. Then drive your two-litre beast to victory!



codes to unlock some of the last levels. Are there any codes? Anything would be great – at least I'll be able to get some sleep!
Kathy, NSW

A: This little gem was on the PSM 21 demo disc. But believe it or not, PSM had to search high and low for some secret codes ourselves.

Anyone that's truly stuck could try keying in this password for access to all 64 levels: 68153461. Job done.

Next query, please!

TOCA 2

Q: I've had TOCA 2 for yonks but have never used any cheats. My mate told me there were cheats for it but I

haven't been able to find them anywhere. Can you help?
James, NSW

A: When you get to the name section, key in *MECHANIC* for all the cars and *BIGLEY* for all the tracks. Those are the important ones, but check out *CASTLETRIPPY* for races with a psychedelic background and *FASTBOY* for a super-zippy motor. If you activate the fast-car cheat you might want to think about extending the race. Key in *LONGLONG* and you'll get a full 40 laps. Something of a challenge indeed. Other strange stuff includes *BCASTLE*, if you want to be able to bounce off the walls, *DUBBED* which causes instant damage and *JUSTFEET* that enables you to race as a set of tyres. Bless

ya, James.

DD2

Q: Hey, cool cats! First and foremost, great mag! I hope you guys can help me with a couple of niggling questions I have about Destruction Derby 2. I've noticed that some of the music is for bonus tracks only. How can I get these tracks so I can hear this music?

Stevie McArdle, Qld

A: Ah Stevie, we like you already! As for your *DD2* request you might care to skip along to the Champ Mode and input the following name: *MACSrPOO*. As well as being a thinly-veiled reference to the inadequacies of a certain brand of home computer,



noworries



SYPHON FILTER

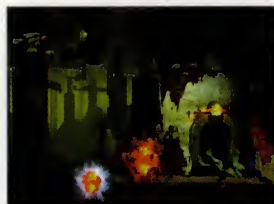
Q: I need cheats for *Syphon Filter*. Are there any? Gimme, gimme, gimme!
Billy, NT

A: Straight to the point there, Chris. No fawning. We like that. Pick up all weapons and all ammo by holding down → + L2 + R2 + ● + ■ + ✕. Which is simple if you're double-

joined. Or a chimp.

COMMAND & CONQUER: RETALIATION

Q: I bought a PlayStation recently and whenever I'm around at my mate's house, I read his copy of *PSM*. It's got me hooked! Now I'm a dedicated reader, but I need cheats for *Command & Conquer: Retaliation*.



Become invincible and skip levels in *Abe's Exoddus* – but make sure you don't miss too many Mudokan's for your collection!

Retaliation.
Busta, Vic

A: Oh, Busta. Do you think the Anzacs stood on the desert, squared up to their opponents and thought, "Blow this for a game of soldiers, I'm going to cheat"? No, they fought like men. Still, if you must know, C&C's got a very comprehensive Cheat Mode. To access it, click on the team's button with ● and move the pointer over the following sequences of symbols, pressing ● after each one.

Iron curtain: ■, ✕, ●, ✕, ▲, ▲
Reveal map: ▲, ▲, ✕, ●, ▲, ■
Parabomb: ✕, ✕, ✕, ●, ▲, ■
Chronoshift: ■, ●, ▲, ✕, ●, ●
Turn ore into people: ■, ✕, ■, ✕, ■, ✕
Instant \$1000: ✕, ✕, ■, ●, ●, ●
Instant win: ●, ●, ▲, ✕, ✕, ■
Instant defeat: ●, ✕, ●, ■, ✕, ✕
Instant a-bomb: ●, ✕, ●, ●, ✕, ■

After you've finished the game, hop back to England where you'll find access to the



Giant Ant missions and a world of weirdness.

ABE'S EXODDUS

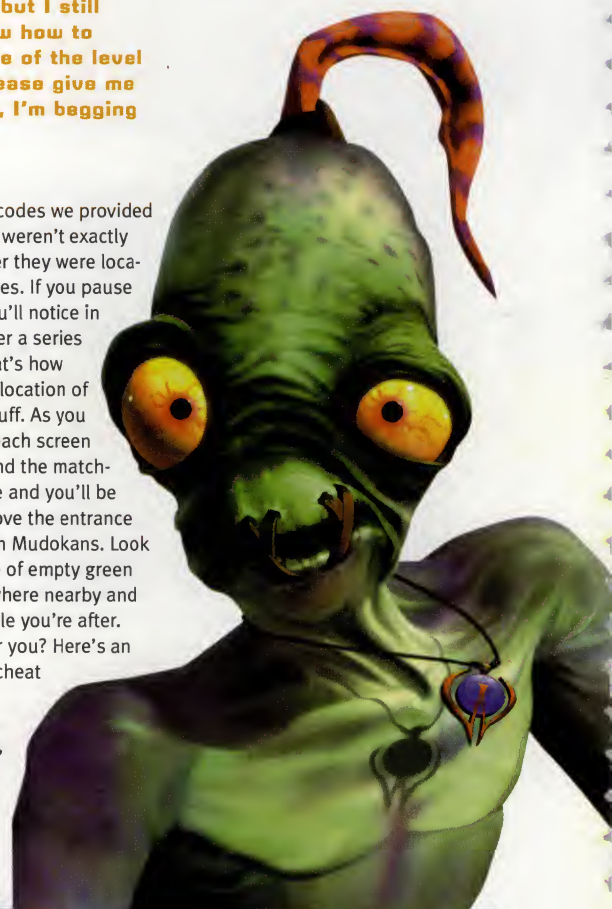
Q: I was stoked to see the *Exoddus* tips in *PSM 22*, but I still don't know how to enter some of the level codes. Please give me some tips, I'm begging you!

Dave, Qld

A: Erm, the codes we provided in that issue weren't exactly codes. Rather they were location references. If you pause the game you'll notice in the top corner a series of digits. That's how you find the location of the secret stuff. As you go through each screen hit **Pause**, find the matching reference and you'll be standing above the entrance to the hidden Mudokans. Look out for a pile of empty green bottles anywhere nearby and that's the hole you're after. Too tricky for you? Here's an invincibility cheat to keep you going. Hit **R1** and press ●, ▲, ■, ✕, ↓, ↓, ↓, ▲, ■, ✕ for an invincible



Abraham. There's a level skip cheat too. Hold **R1** and press ●, ●, ✕, ✕, ■, ■. But skipping through too much means you won't be able to pick up the full Mudokan collection, so treat it with care.



R-TYPE DELTA



Q: Hey guys, *PSM* rules! Thanks for putting this fine mag together. Do you have any cheats for *R-Type Delta*? That'd really hit the spot!
Will, SA

A: Funny you should mention it, Will. We've received heaps of letters regarding the legendary *R-Type* series. For those of you who want to play cheat-free, you know the drill – look away now!

R-Type

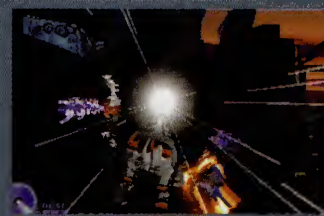
For a super-quick ship, pause the game then hold **L2** and press →, ↑, ↓, ←, ↓, ← and ●. This is

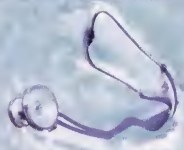
the one people will find most handy for getting round tricky spots – a nice level select. Highlight either the 'R-Type' or 'R-Type II' option from the title screen, then press **L2** 10 times and **R2** 10 times. Kick-start the game and press **Start** to access the level and FMV menus. If slower ships are the order of the day, try pausing, hold **L2** and key in →, ↑, →, ↑, ↓, ←, ↓, ← and ✕.

R-Type Delta

To get the most from the power-up cheats you'll need a Force Pod, so make sure you do the 100% Force Power code first. Hit **Start** to pause the game, hold **L2** and key in ←, →,

↑, ↓, →, ←, ↑, ↓ and ▲ and you'll be bursting with power. To pick up a Red power-up hit **Pause** again, hold **L2** and key in ←, →, ↑, ↓, ←, ↑, ↓ and ■. Blue power-ups can be got in the same way by keying in ←, →, ↑, ↓, →, ←, ↑, ↓ and ✕. Bag the Yellow power-up with ←, →, ↑, ↓, →, ←, ↑, ↓ and ●.





NEXT MONTH...

SILENT HILL

TIPS SO GOOD, IT'S SCARY...



Cut out and enter to win a mountain bike. See page 17.



Australia's Largest

Cheats

Hotline!

* A large range of
USA (NTSC) Titles

PlayStation

391 Ace Combat 2
392 Actia Soccer 2
393 Actia Soccer 3
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395 Advan racing
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397 Akujū The Heartless
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424 Brigadoine
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427 Bust-A-Groove
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441 Command & Conquer

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404 Ronjo Kazoo
405 BattleTux
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430 Wipeout 64
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432 WWF WarZone

PlayStation NEW!!!

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397 Asterix
398 Bugs Bunny: Lost in Time
399 Bust-A-Groove 2
400 Ace Combat 2: Electrosphere
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354 Aero Dancing
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369 Psychic Force 2012
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372 Sonic Adventure

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downloading

Downloading is the part of the magazine where you turn from passive readers into interactive users. Here are your letters; instructions on how to use the demo CD; game ideas that you've come up with; and a buyer's guide to help you get shopping for games. Don't just read *PSM*, experience it!

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PSX Net sites

Every month *Official Australian PlayStation Magazine* will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

OFFICIAL SONY PLAYSTATION

www.playstation.com.au

From the lads at Sony Computer Entertainment Australia, all the latest and most accurate news direct from Planet PlayStation can be found right here. This site is user friendly and contains information about all things PlayStation. Contemplating adding another game or piece of hardware to your machine? Head straight to this site to get the lowdown. Check out the *PSM* section of the Web site as well!

OFFICIAL SILENT HILL

www.silenthill.com

This is Konami's official site for the game so you'll be let in on many of the game's darkest secrets. Is Dahlia scaring your pants off? Too frightened to leave the school? Why is everyone you meet a complete fruitloop? This site offers you the full rundown on the storyline, plot and characters, and may just well help you out if you're stuck.

OFFICIAL DINO CRISIS

www.capcom.com/games/e3/1999/dino_crisis/

The *Official Dino Crisis* page is similar to Konami's *Official Silent Hill* Web site. It can be found on Capcom's homepage although it doesn't offer as much information on the game's background as some other game sites around. Check out this one for news and plot details on the latest survival horror epic.

UNOFFICIAL DINO CRISIS

www.netsu.org/dinoc/characters.html

Anyone in need of some more plot details and character biographies should head on over to this unofficial site. You'll get a rundown on who's who in *Dino Crisis*. The lovely Regina who stars in the game makes another fine appearance. There are also links to good online *Dino Crisis* and *Resident Evil* fan clubs.

TELSTRA YOUTH

www.telstra.com.au/yell

This site is an interactive experience, complete with sound and motion. Check it out and find out the latest on Australian youth events around the country or even just drop in for a quick online chat. Be there at the right time and you may be lucky enough to chat with an Aussie celebrity. There's prizes to be won, a cool youth calendar and you can even apply for a job with Telstra!

CENTRAL INTELLIGENCE AGENCY

www.odci.gov/cia

Believe it or not, the *American Central Intelligence Agency* (CIA) has its very own Web site for the entire modern world to explore. Get a taste of the criminal underworld and find out what the visions, missions and values are behind this secretive lot. You can even find out how to get a job with them, however, you might be disappointed to hear that you must be a US citizen.

OFFICIAL GTA 2

www.gta2.com

A visit to the *Official GTA 2* site gives you a full rundown of the game's background and storyline. In *GTA 2* there are seriously heavy vibes hanging over the metropolis and, as if that isn't bad enough, the place is awash with evil powers. To combat the mass crime wave, S.W.A.T. teams, the CIA and the military are all out in force... To find out more, visit this top site.



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back issues

BACK ISSUES



APRIL '99 - #21

Disc contents - Metal Gear Solid, Cool Boarders 3, Devil Dice, S.C.A.R.S., Max Power Racing, V-2000, A Bug's Life video, massive 14-game Yaroze compilation.



JUNE '99 - #23

Disc contents - Ridge Racer Type 4, Gex: Deep Cover Gecko, Actua Ice Hockey 2, R-Type Delta, Pro Pinball: Big Race USA, Swing, T'ai Fu, Pandora's Box, Tekken 3 Tournament video.



JULY '99 - #24

Disc contents - Ape Escape, Syphon Filter, Monaco Grand Prix, Bloody Roar 2, Colin McRae Rally, Driver, Final Fantasy VII video, V-Rally 2 video, Actua Ice Hockey 2 video.



AUGUST '99 - #25

Disc contents - Anna Kournikova's Smash Court Tennis, Aironauts, Croc 2, Omega Boost, Time Slip, Total Drivin', Opera Of Destruction, Command & Conquer: Red Alert, Kingsley's Adventure video, Speed Freaks video, Prince Naseem Boxing video.



SEPTEMBER '99 - #26

Disc contents - Tony Hawk's Skateboarding, Speed Freaks, Evil Zone, Um Jammer Lammy, Rat Attack, Tanx, Tekken 3, Decaying Orbit, Bugs Bunny: Lost In Time, This Is Soccer video.



OCTOBER '99 - #27

Disc contents - Wipeout 3, Point Blank 2, Lego Racers, Um Jammer Lammy, No Fear Downhill Mountain Bike Racing, Final Fantasy VIII video, This Is Soccer video, 40 Winks video, Mission: Impossible video, LMA Manager video, Formula 1 '99 video.

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2. Employees of ACP Publishing, sponsors, their advertising agencies and families are not eligible to enter. All entries become the property of ACP, the promoter,

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TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lives... Here, in its entirety, is the *PSM* Top 40 - thanks to Kmart and GfK.

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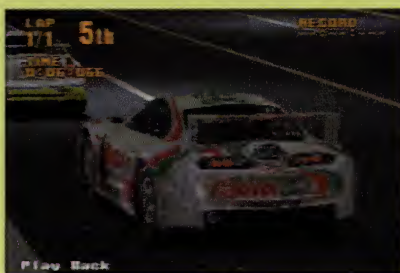


AND

GfK



Gran Turismo goes from strength to strength, claiming back the top spot after well over a year from its original release date. The horror-adventure genre is back with *Silent Hill* vying to hit the top ten, while that crazy bandicoot just won't quit...!



Pos	LM	Name	Developer	Distributor
1	2	Gran Turismo Platinum	Polyphony	Sony
2	1	Driver	Reflections	GT
3	3	Syphon Filter	989 Studios	Sony
4	9	Crash Bandicoot Platinum	Naughty Dog	Sony
5	6	Crash Bandicoot 2 Platinum	Naughty Dog	Sony
6	8	Ape Escape	Sony	Sony
7	12	Colin McRae Rally Platinum	Codemasters	Ozisoft
8	5	Need For Speed IV: High Stakes	EA	EA
9	4	AFL '99	EA Sports	EA
10	13	Croc	Fox	EA
11	NE	Silent Hill	Konami	GT
12	7	V-Rally 2	Infogrames	Ozisoft
13	17	Spyro The Dragon	Insomniac	Sony
14	11	Final Fantasy VII Platinum	Square	Sony
15	15	Mickey's Wild Adventure Platinum	Disney	Sony
16	14	Crash Bandicoot 3: Warped	Naughty Dog	Sony
17	18	Time Crisis Platinum	Namco	Sony
18	35	WWF Warzone	Acclaim	Acclaim
19	NE	Croc 2	Fox	EA
20	21	Abe's Oddysee Platinum	Oddworld Inhabitants	GT
21	20	Cool Boarders 2 Platinum	Sony	Sony
22	NE	Duke Nukem: Time To Kill	3D Realms	GT
23	26	Hercules Platinum	Disney	Sony
24	16	Metal Gear Solid	Konami	GT
25	NE	Road Rash	EA	EA
26	27	Tomb Raider 2 Platinum	Eidos	Ozisoft
27	19	Abe's Exoddus	Oddworld Inhabitants	GT
28	NE	Need For Speed 3: Hot Pursuit	EA	EA
29	NE	Jeremy McGrath Supercross '98	Acclaim	Acclaim
30	EA	Soviet Strike	EA	EA
31	37	TOCA 2 Touring Cars	Codemasters	Ozisoft
32	30	Die Hard Trilogy	Fox	EA
33	22	Ridge Racer Type 4	Namco	Sony
34	23	A Bug's Life	Disney	Sony
35	33	Bugs Bunny: Lost In Time	Infogrames	Ozisoft
36	29	Rugrats	THQ	GT
37	25	Shane Warne Cricket '99	Codemasters	Ozisoft
38	32	Tomb Raider 3	Eidos	Ozisoft
39	39	Tekken 3	Namco	Sony
40	36	FIFA '99	EA Sports	EA

TALKING SHOP

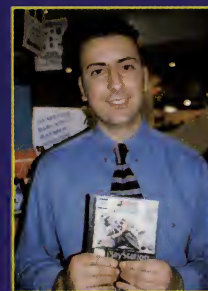
Enough of our yakking, you want to know what PlayStation fans have actually spent their hard-earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.



Name: Alicia
Occupation: Student
Bought: Tekken 3

And why...

"This is a birthday present for my older brother. My other brother and I are both putting in for it."



Name: Matthew
Occupation: Administrator
Bought: Castrol Honda Superbike Racing

And why...

"It's one of the newest things out at the moment and I wanted to get another racing game."



Name: Allen
Occupation: Student
Bought: Street Fighter Alpha 3

And why...

"I like fighting games 'cos I like killing people and all that!"



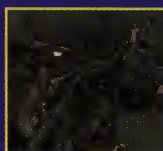
Name: Adam
Occupation: Student
Bought: Syphon Filter

And why...

"It's action-packed, fun and I like challenging games!"

Official PlayStation Magazine
RECOMMENDED

Dino Crisis



Incredible animation and fantastic game-play makes this Jurassic trip a must-see! The real crisis for the *PSM* office has been fighting over the controller for this one. But it's not for the faint-hearted - getting munched by dinosaurs isn't good for your health. 9

Wipeout 3



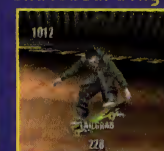
Wipeout 3 will make you as cool as the next guy. Like living in the fast lane? Well, there's nothing on Earth faster than *Wipeout 3*. This third instalment of the famous series is definitely the best yet. Hitting some outrageous top speeds has never been so cool. 10

MGS: Special Missions



For anyone that has taken on *MGS* and conquered it, *Special Missions* is a must. It offers countless training missions, enough to satisfy any fan. It's not a sequel to the greatest 3D action adventure of all-time, but it's still special. 7

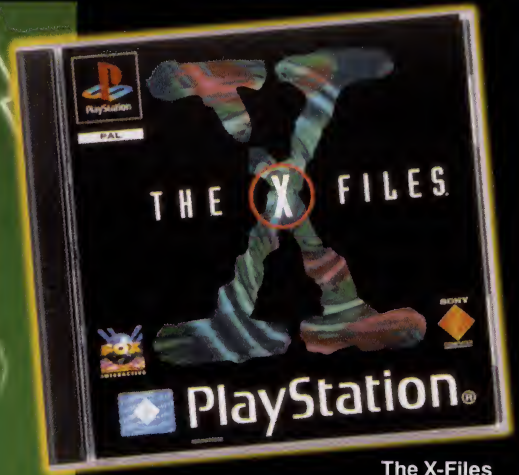
Tony Hawk's Skateboarding



Skateboarding has made a graceful re-entry into the console world with this one. The best skaters, the phattest tricks and the finest skate-terrain to ever be designed for a skateboarding game can all be found right here. This should become a classic! 9

Australia's No.1 retailer for Sony PlayStation games

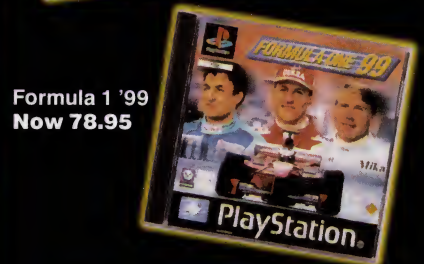
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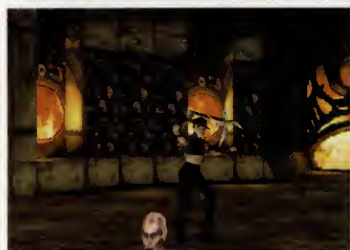


Title	Style	Price	Icons	Description	Score
<i>A Bug's Life</i>	3D platformer	\$69.95	1	Slow-paced, colourful platformer that young kids will love	7
<i>AFL 99</i>	Aussie Rules	\$89.95	4	The quintessential Australian game finally on PlayStation, and it's great fun	7
<i>Alien Trilogy</i>	First-person shoot 'em up	\$39.95	1	<i>Doom</i> clone with emphasis on intellect and agility	7
<i>Alundra</i>	RPG	\$79.95	1	<i>Zelda</i> for the PlayStation – compulsively addictive	8
<i>Ape Escape</i>	3D platformer	\$69.95	1	The monkeys will drive you bananas in this challenging platformer	9
<i>Anna Kournikova's Smash Court Tennis</i>	Tennis sim	\$59.95	4	Cute, fun, tennis action – multiplayer mode is a winner	8
<i>Apocalypse</i>	Shoot 'em up adventure	\$89.95	1	Bruce Willis in gun-toting, frenetic, 3D scrolling adventure	8
<i>Bloody Roar 2</i>	Beat 'em up	\$89.95	2	A fine, quick, responsive fighting machine to unleash the animal in you	8
<i>Bust A Groove</i>	Dance 'em up	\$69.95	2	If <i>Saturday Night Fever</i> were a game, then this would be it	8
<i>Bust-A-Move 4</i>	Puzzle	\$89.95	2	Simple yet infuriatingly addictive puzzle game	8
<i>Carmageddon</i>	Killer driving game	\$89.95	2	Offers a great two-player mode and a bootload of cars and tracks to run riot on.	7
<i>Chocobo Racing</i>	Kartoon racer	\$69.95	2	A finger lickin' good kart racer. Great fun against a buddy	7
<i>Chessmaster 2</i>	Chess sim	\$89.95	1	If you want to learn or play chess, look no further than this	8
<i>Circuit Breakers</i>	Dinky racer	\$79.95	4	Clever top-down racer for four players	7
<i>Colin McRae Rally</i>	Rally sim	\$49.95	2	A compulsory purchase for all racing fans	9
<i>Colony Wars: Vengeance</i>	Space combat	\$59.95	1	Challenging and compelling space combat	9
<i>Command & Conquer</i>	Strategic warfare	\$39.95	1	Military strategy on a very small scale	8
<i>Cool Boarders 3</i>	Snowboard racer	\$69.95	2	Excellent downhill snowboard racing and trickery	8
<i>Crash Bandicoot 2</i>	Platformer	\$39.95	1	The best value-for-money platformer on the market	9
<i>Crash Bandicoot 3</i>	Platformer	\$69.95	1	Loads of variety and brilliant fun for fans of the bushy browed marsupial	9
<i>Croc 2</i>	3D platformer	\$79.95	2	Reptilian fun complete with gobbos, special challenges and even boat racing	8
<i>Dead or Alive</i>	Beat 'em up	\$69.95	2	Another interesting slant on the fighting game	8
<i>Destruction Derby 2</i>	Racing game	\$39.95	1	Great value crash-and-smash racing	8
<i>Devil Dice</i>	Puzzle	\$59.95	5	Eccentric puzzler which intrigues and frustrates	8
<i>Die Hard Trilogy</i>	Arcade adventure	\$39.95	1	Three good games for the price of one	8
<i>Dino Crisis</i>	Action-adventure	\$89.95	1	Nasty Jurassic adventure for your PlayStation – suitably gory	9



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Title	Style	Price	Icons							Score
<i>Driver</i>	Car chaser	\$89.95				1				9
<i>Duke Nukem: Time To Kill</i>	Shoot 'em up adventure	\$69.95				2				8
<i>Everybody's Golf</i>	Arcade golf	\$69.95				4				8
<i>Evil Zone</i>	Beat 'em up	\$89.95				2				8
<i>FIFA 99</i>	Soccer sim	\$79.95				8				9
<i>Final Fantasy VII</i>	RPG	\$39.95				1				10
<i>Fluid</i>	Interactive music	\$69.95				1				7
<i>Formula 1 '97</i>	Motor racing sim	\$39.95				2				9
<i>Gex: Deep Cover Gecko</i>	Platformer	\$89.95				1				7
<i>G-Police: Weapons Of Justice</i>	Flight-sim/shooter	\$69.95				1				8
<i>Grand Theft Auto</i>	Car criminal sim	\$39.95				1				8
<i>Gran Turismo</i>	Sports car racing	\$39.95				2				10
<i>International Track & Field</i>	Athletics sim	\$29.95				4				7
<i>ISS Pro '98</i>	Soccer sim	\$79.95				2				9
<i>Jonah Lomu Rugby</i>	Rugby sim	\$89.95				2				8
<i>Kensei</i>	Beat 'em up	\$89.95				2				9
<i>KKND: Krossfire</i>	Strategic warfare	\$89.95				2				9
<i>Knockout Kings</i>	Boxing sim	\$79.95				2				5
<i>Kurushi Final</i>	Puzzle	\$69.95				2				7
<i>Legacy Of Kain: Soul Reaver</i>	3D adventure	\$89.95				1				9
<i>Madden NFL 99</i>	American football sim	\$89.95				8				8
<i>MediEvil</i>	Arcade adventure	\$39.95				1				7
<i>MDK</i>	Third-person blaster	\$49.95				1				9
<i>Metal Gear Solid</i>	Sneak 'em up adventure	\$89.95				1				10
<i>Metal Gear Solid: Special Missions</i>	MGS training missions	\$49.95				1				7
<i>Micro Machines V3</i>	Dinky racer	\$49.95				4				9
<i>Monkey Hero</i>	RPG/arcade adventure	\$89.95				1				8
<i>Mortal Kombat 3</i>	Beat 'em up	\$89.95				2				8
<i>Motorhead</i>	Racing game	\$49.95				2				9
<i>Music</i>	Music creation	\$79.95				1				9
<i>NBA Live 99</i>	Basketball sim	\$89.95				8				9
<i>Need For Speed: High Stakes</i>	Racing game	\$79.95				2				8





Title	Style	Price	Icons	Description	Score
NHL 99	Ice hockey sim	\$79.95	✓ ⬆ ⬆ ⬆ 8	The best ice hockey game on the market	9
Oddworld: Abe's Exoddus	Platform adventure	\$69.95	⬆ ⬆ ⬆ 2	More engaging and quirky platform adventuring	8
Oddworld: Abe's Oddysee	Platform adventure	\$49.95	⬆ ⬆ 1	Full of bright ideas and originality	9
Omega Boost	3D shooter	\$59.95	⚡ ⬆ ⬆ 1	The best 3D shooter available on the PlayStation	8
PaRappa The Rapper	Rap 'em up	\$59.95	⬆ ⬆ 1	Great fun for adults and ankle-biters alike	8
Player Manager 99	Soccer management	\$79.95	⬆ ⬆ ⬆ 1	One of the best soccer management titles yet	8
Point Blank 2	Lightgun blaster	\$59.95	⬆ ⬆ ⬆ 8	Highly addictive puzzle game with a gun. A great sequel with the Doctors	7
Porsche Challenge	Sports car racer	\$39.95	⬆ ⬆ 2	Realistic and compulsive racer at a refreshingly cheap price	8
RC Stunt Copter	Helicopter flight sim	\$89.95	⚡ ⬆ ⬆ 2	Tricky and fun radio-controlled helicopter mayhem	8
Resident Evil	Scary adventure	\$49.95	⬆ ⬆ 1	Chilling and gory action with fiendish puzzles	9
Resident Evil 2	Scary adventure	\$49.95	⬆ ⬆ 1	More horrific, zombie-filled, 3D adventuring	10
Re-Volt	Arcade racer	\$89.95	⚡ ⬆ ⬆ 2	Radio-controlled racing madness through urban-fantasy worlds	7
Ridge Racer Type 4	Arcade racer	\$79.95	⚡ ⬆ ⬆ 1	The finest arcade racing game that your money can buy	9
Rival Schools	Beat 'em up	\$89.95	⬆ ⬆ 2	Perfectly balanced fighter – great two-player mode	9
Rollcage	Futuristic racer	\$89.95	⬆ ⬆ 2	Fast and furious, it's Wipeout on wheels	9
R-Type Delta	Shoot 'em up	\$89.95	⬆ ⬆ ⬆ 2	Retro blasting to make you weep with happiness	8
Shane Warne Cricket	Cricket sim	\$89.95	✓ ⬆ ⬆ 4	Joy as cricket comes to the PlayStation	9
Shadow Man	3D action adventure	\$89.95	⚡ ⬆ ⬆ 1	Big and challenging adventure worth a try	7
Silent Hill	Horror adventure	\$89.95	⚡ ⬆ ⬆ 1	Plenty of gory stuff packed into this disc – don't play this game alone	8
Soul Blade	Beat 'em up	\$39.95	⬆ ⬆ 2	Hack and slash 'em up fighting	9





dual shock



link cable



mouse



steering wheel



gun



multitap



memory card



neg con



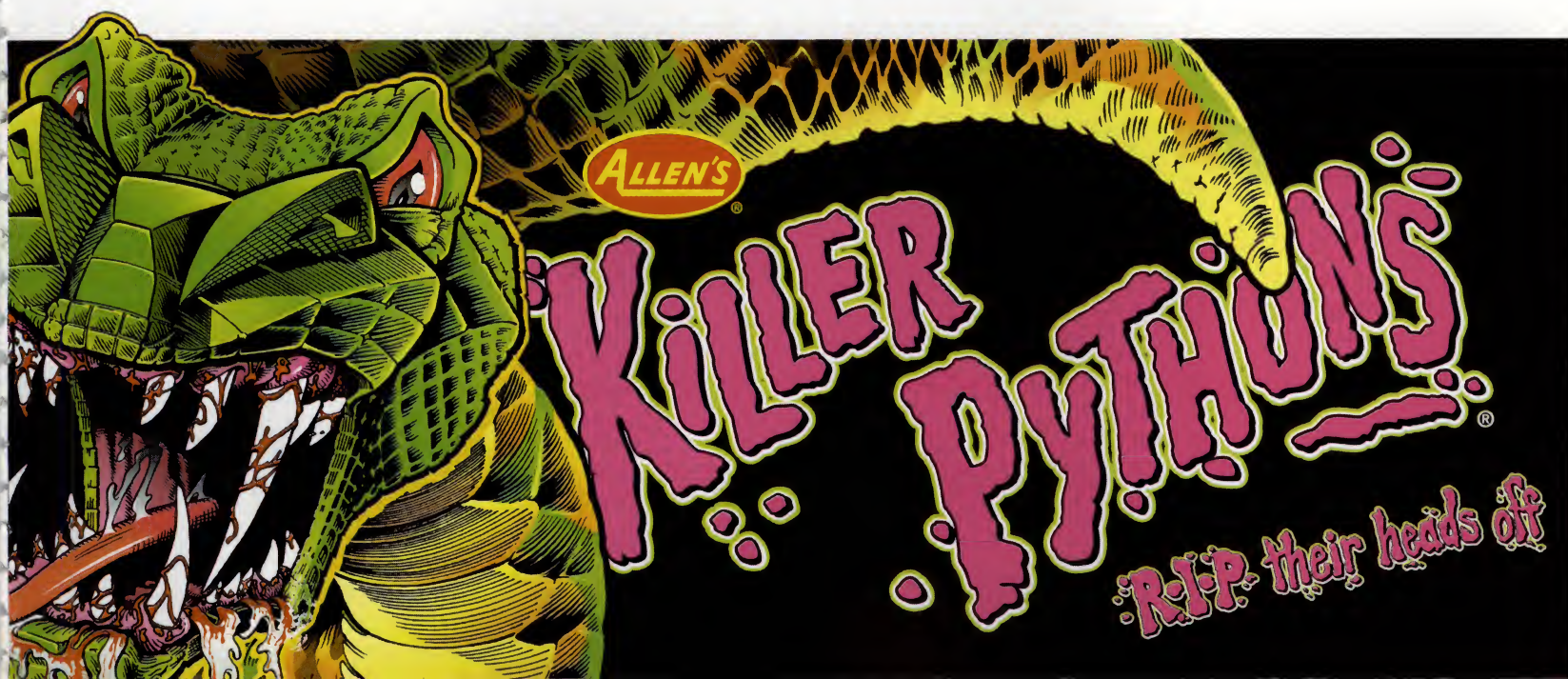
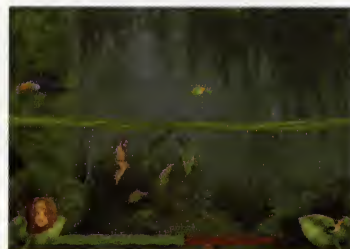
analog



no. of players

greymatter

Title	Style	Price	Icons	Description	Score
<i>Speed Freaks</i>	Kart racing	\$69.95	4	Cheerful multiplayer racing game with colourful characters and tracks	8
<i>Spyro The Dragon</i>	Platformer	\$59.95	1	Cutesy 3D platformer with much charm	8
<i>Star Wars: The Phantom Menace</i>	3D adventure	\$79.95	1	Accurate and compelling simulation of an amazing movie	9
<i>Street Fighter Alpha 3</i>	Beat 'em up	\$89.95	2	The best of the <i>Street Fighter</i> bunch	9
<i>Super Puzzle Fighter 2</i>	Puzzle	\$89.95	2	Hilariously mad Japanese puzzle antics	6
<i>Syphon Filter</i>	3D adventure	\$69.95	1	Multiple objectives keeps this espionage game interesting	8
<i>Tarzan</i>	Platformer	\$79.95	1	Solid kids platformer with great graphics, strong characters and good variety	7
<i>Tekken 3</i>	Beat 'em up	\$39.95	2	The beat 'em up to beat all beat 'em ups	10
<i>Time Crisis</i>	Lightgun adventure	\$39.95	1	The grooviest, bloodiest lightgun adventure	9
<i>TOCA: Touring Car Championship</i>	Motor racer	\$39.95	2	Amazingly realistic and detailed racing car sim	9
<i>Tomb Raider 3</i>	3D adventure	\$89.95	1	The perfect balance of action and exploration	9
<i>Tony Hawk's Skateboarding</i>	Skateboarding sim	\$89.95	2	Finally a skating game worthy to add to your collection	9
<i>Twisted Metal 2</i>	Crash 'em up	\$39.95	2	Smash cars up across Europe for fun	9
<i>Um Jammer Lammy</i>	Musical party game	\$59.95	2	The wacky sequel to <i>PaRappa</i> with a collection of guitar-based tunes	8
<i>V-Rally 2</i>	Rally racer	\$89.95	4	Unprecedented quality in a rally game – isn't that reason enough?	10
<i>Vigilante 8</i>	Driving combat	\$89.95	2	Funky car chases and blasting action	9
<i>Warzone 2100</i>	Real-time strategy	\$89.95	1	3D graphics and gameplay are unprecedented in this genre	9
<i>Wild Arms</i>	RPG	\$59.95	1	Slick and polished RPG for true fans	9
<i>Wipeout 3</i>	Futuristic racer	\$79.95	2	A great looking racer with an excellent, pumping soundtrack	10
<i>WWF Attitude</i>	Wrestling	\$89.95	4	Slap on some oil, throw on some fancy clobber and may the wrestling begin...	8





Style: Survival horror

Program: **Playable demo**

Dino Crisis follows the story of a mad professor who disappears after researching alternative forms of energy on an island. It seems that something has gone wrong and the island is now swarming with ferocious dinosaurs. You and your team set out to investigate the odd occurrences. On arrival you split up with the other folk and are left to battle with what lies ahead alone. Beware! This game goes beyond survival horror into panic horror and will have you jumping out of your skin.

This demo features three stages of the game. In each your mission is simple, if illusive: stay intact long enough to uncover the facility's secret.

✖/Start	Start demo
↑	Walk forwards
↓	Walk backwards
←	Rotate left
→	Rotate right
▲	Run (hold button)
●	Inventory
■	Reset demo at any time
✖	Action (open doors, examine object)
R1	Aim weapon (hold button and press ✖ to fire)
R2	Quick 180-degree turn

Additional features

In the full game you will encounter many species of dinosaurs in your quest to find the professor. The one thing you must not do is underestimate the intelligence of these prehistoric predators. On more than one occasion you'll find yourself under attack from a tenacious velociraptor who has cunningly been playing dead...

Further information

Rip your way back to *PSM* 27 (page 66), where *Dino Crisis* gets dissected for your delectation.

Style: Bonkers techno madness

Program: **Music video**

Afrika Shox is the controversial first single to appear from Leftfield's new album, *Rhythm And Stealth*. Judge its spooky merits and ace SFX for yourself. Oh, and after you've finished, head back to page 28 for a full interview with the dynamic duo themselves...



Step 1: Pop up the lid and place *PSM's* disc into your lucky PlayStation.



Step 2: Then it really is as straightforward as pressing **Power** on your machine. Go on, risk it.



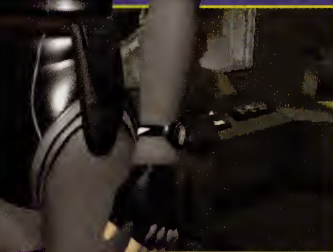
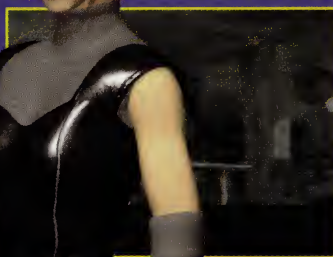
Step 3: Cue **Sony, PlayStation** and then **Powerline** logos. Finally the game name flashes on a funky background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press **Start** to play.



Any problems, just pop your disc in an envelope to the address above and we'll send you a replacement.





Publisher: **Activision**
 Style: **First-person shooter**
 Program: **Playable demo**

Quake II

The most eagerly-awaited PC conversion of all time is finally here. Having already shipped a staggering one million units on the PC, *PSM* is proud to present you with the game's very first play on the PlayStation.

The agenda is a pretty simple one – survival of the fittest. Horrible space-nasties will head at you from all directions so blast anything that moves and just to be on the safe side, keep blasting. And blasting and...

Controls

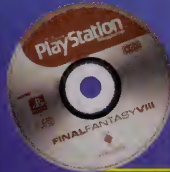
↑	Forward
↓	Back
←	Turn left
→	Turn right
×	Fire
●	Previous weapon
■	Jump
▲	Next weapon
R1	Look up
R2	Step right
L1	Look down
L2	Step left

Additional features

The full game features one of the best four-player modes of all time. After you with the body armour...

Further information

Blast your way back through the mag to page 68 where *Quake II* receives an explosive PlayTest.



Publisher: **Sony**
 Style: **RPG**
 Program: **Playable demo end video**

Final Fantasy VIII

The most amazing role-playing game of all time. And *PSM* is giving you the chance to experience it yourself with a huge demo so big we had to make another disc. The demo takes place early in the adventure, with your character Squall and his fellow SeeD students on a training mission. First watch the game's credits (or press **×** if you're impatient) then press **×** to select a New Game. The demo includes an exciting and tense timed battle sequence. The timer at the top-left of the screen shows how much time you've got. *PSM* has also managed to bag yet another brand new video of the year's most eagerly-awaited title, showing its immense graphic ability and extraordinarily creative environments.

Controls

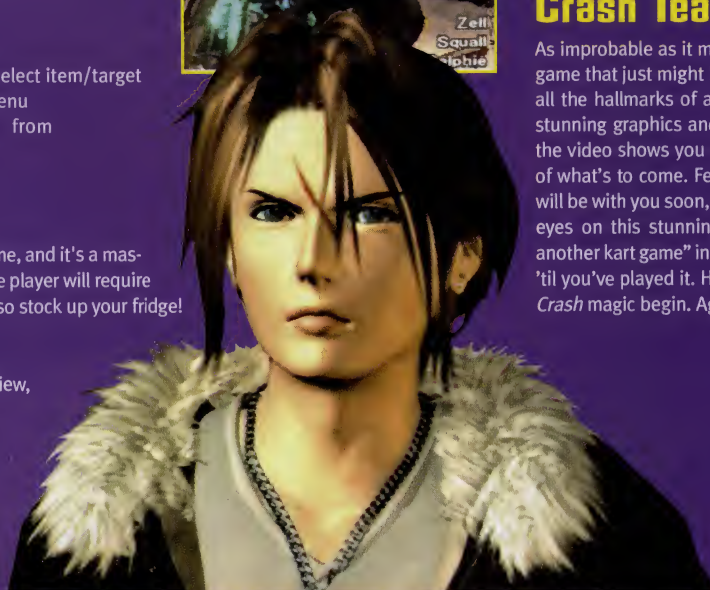
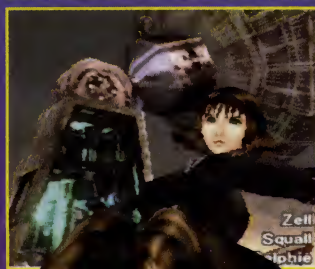
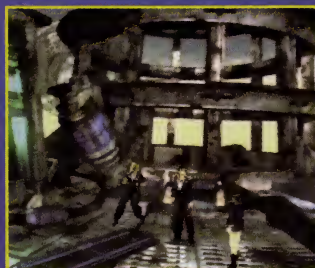
D-Pad/analog stick	Walk/run
●	Menu
×	Talk, read, select item/target
▲	Cancel in menu
L2 and R2 (together)	Run away from battle
Start	Pause

Additional features

There are four packed CDs in the game, and it's a massive and involving quest. The average player will require a massive 120 hours to complete it, so stock up your fridge!

Further information

Roll over to page 56 for our huge review, or meet the developers on page 34.



This Is Football

Certain to be one of the, if not the, best soccer games of this season. The chaps at Sony are making bold statements about *This Is Football*.

Controls

Attacking:

×	Short/medium pass (double tap × for a one-two)
●	Chip/long pass
■	Shoot
▲	Button bash to sprint (hold button to knock ball ahead)
×	Through ball (Note: Also hold down R1)
L2/L1	Shimmies/stepovers

Defending:

×	Block tackle
●	Hook tackle
■	Slide
R1	Switch defensive player

These are only the minimum number of basic controls that you need to play *This Is Football*. There are tons of additional moves to discover and master – try double taps, tap-and-hold or keeping **R1** down to see what happens. For set pieces (including throw-ins/goal kicks) **×** or **●** will put the ball in play.

Additional features

Among the many other features, the full game will also include an eight-player mode.



Publisher: **Sony**
 Style: **Hart racing**
 Program: **Video**

Crash Team Racing

As improbable as it might sound, we think we've discovered a game that just might better the superb *Speed Freaks*. *CTR* has all the hallmarks of a typical *Crash* title. Addictive gameplay, stunning graphics and damned good fun, the video shows you all the thrills and spills of what's to come. Fear not – a playable version will be with you soon, but until then, feast your eyes on this stunning video. It may be "just another kart game" in your mind, but just wait 'til you've played it. Hold on tight and let the *Crash* magic begin. Again...





Publisher: **Konami**
Style: **Stealth/strategy**
Program: **Playable demo**

Metal Gear Solid: Special Missions

After the huge success of *Metal Gear Solid*, Konami has bowed to the public's demand for more Solid Snake goings on. *MGS: Special Missions* follows on from one of the most popular titles on the PlayStation. The most obvious difference from the original *MGS* is that *Special Missions* has no plot. It's a simple premise – the more missions you complete, the more bonuses you score and the more missions you're able to access.

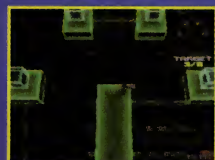


Controls

- × Crawl
- Action
- Weapon
- ▲ First-person view

Additional features

Loosely based on the VR Training Mode of the original game, the full version will feature around 300 missions. These are set within four main areas, each testing your stealth and wit.



Publisher: **Bidos**
Style: **Action adventure**
Program: **Playable demo**

Publisher: **Sony**
Style: **2D platformer**
Program: **Playable demo**

Tarzan

Disney's latest PlayStation title is easily living up to the best we've come to expect from Uncle Walt. Beautiful graphics, fluid gameplay and, um, a Phil Collins soundtrack – a sure-fire formula to set the nation's pants on fire. Due to be released alongside the much-hyped Disney film, *Tarzan* is living proof that you can make a decent game out of a film licence.

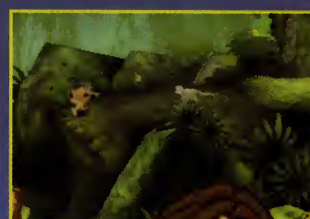
Our demo begins half-way through the game where Tarzan has finally come of age, having grown from boy to man. You can ride roller coaster-like vines and climb trees by using the buttons on your joypad. En route you'll need to kill monkeys by throwing fruit at them.

Controls

- Start** Pauses game
- ▲ Low throw
 - Ground pound
 - × Jump
 - High throw
 - L1 Swipe with knife
 - R1 Stab with knife
 - L2 Change fruit weapon (clockwise)
 - R2 Change fruit weapon (anti-clockwise)

While swinging from vines:

- ← Swing left
- Swing right
- ↑ Climb up vine
- ↓ Climb down vine
- × Release vine (at the top of a swing to jump from vine to vine)



Publisher: **GTi**
Style: **Platform adventure**
Program: **Playable demo**

Legacy of Kain: Soul Reaver

In this brand-new demo you play the part of Ralzeil, a vampire who is seeking revenge on his killer. Effectively dead and wandering around a world he no longer recognises, Ralzeil must suck the souls of its evil occupants to remain in real life (the Material Plane). You'll be transported between the Spectral and Material planes, where you'll have to perform the first of many spells. To do this, find a torch, light it and deliver it to the Fire God. After that? You're on your own, vampire boy...

Controls

- Analog** Use left-stick to move Ralzeil
- × Jump/swim
 - L1+× High jump/speed burst underwater
 - Tap × Glide with wings (hold down ×)
 - Tap ■ Attack/Manipulate objects/Select spell from Glyph Menu
 - Tap ▲ Grapple/Shoot projectiles
 - Devour soul
 - L1 Crouch
 - R1 Sneak/Auto-face nearest enemy
 - Tap R1 Change enemy facing
 - L2/R2 Rotate camera around Ralzeil
 - L2/R2 Enter look-around mode
 - Select Open/Close Glyph Menu
 - Start Start game/pause/resume

Additional features

Soul Reaver does not contain any levels – it's just one large uninterrupted spiritual abyss.

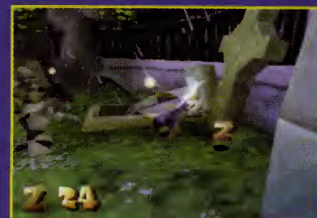


40 Winks

Join the tired young twins Ruff and Tumble on a quest to save the *40 Winks* (Winks being the creatures responsible for good dreams) from the evil NiteKap, master of nightmares. Our demo enables you to play as Ruff and you'll need to go through the level collecting cogs to access closed areas and save the Winks. Be sure to pick up Zs to protect you from any nasties you may encounter on the way!

Controls

- Start** Pause/Options screen
- ▲ Move camera behind player; when held down gives first-person view
 - Attack (three taps for triple attack)
 - Long-range attack (standing)/Special move (running)/Stomp (jumping)
 - × Jump
 - L1 Rotate camera left
 - R1 Rotate camera right
 - ←/→ Directional Pad (character walks in direction pressed)
 - Analog** Left stick controls character, right stick rotates camera



Further information

It's looking good. Keep your night light on and turn to page 62 for a full PlayTest.

FAQ

Got a question you just have to get the answer to? Join the club. Here's the top PSM queries of the month...

Q: When I play *Tony Hawk's Skateboarding* from the PSM 26 demo disc, I get a "please insert controller" message. What's going on?

A: We had a number of people report problems with their Dual Shock controllers. The simple workaround is to play with an analog controller. We also discovered that if you insert a second controller, you can play split screen, then go back to single player mode and it will work fine.

Q: What's happening with *Parasite Eve*?

A: It won't be released here. Sales were poor in the US, which has led to the game not being converted for PAL. You're really not missing out on much. Buy *Silent Hill*, it's loads better!

Q: Will the PlayStation2 play DVD movies with the same sound and picture quality as a DVD player?

A: Yes, although we're guessing it might only have basic functions like play, stop and pause rather than all the language and sub-title options DVD players offer. And like most DVD players, you'll no doubt need a decoder to get surround sound from five speakers.

Q: Can you give cheats over the phone?

A: We're sorry, but we've got a magazine to produce, and can't give cheats over the phone. You can email or post questions to Richie Young for our new Any Questions? section, or call the Powerline on 1902 262 662.

Q: Will *Final Fantasy Anthology* be released in Australia?

A: It's not likely.

Q: Why has the PS2 only got two controller ports?

A: You'll have to ask Sony, but we don't think it's a big deal. You'll still be able to connect your Multitap. There are also two USB ports on the front of the machine. You can daisy chain USB devices together, so really you could attach dozens of USB controllers to the PlayStation2 for a massive multiplayer game. And don't forget about the PS2's online capabilities for playing faraway foes.

feedback

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feedbackfeedbackfeedback

From wishful thinking to sharing secrets, people who faint at the site of blood and concerns that PS2 is gonna be a flop, this month's mail was certainly a mixed bag. Send your thoughts to: Feedback, Official PlayStation Magazine, GPO Box 4089, Sydney, NSW 1028.



Back from the Dead

I just thought I would tell you and other PlayStation owners of a little trick I picked up. If you have CDs that don't work or are scratched, there is still hope. I tried this on one of my treasured PSM demo CDs. Firstly, fill a sink with warm, soapy water, chuck your disc in and give it a little massage. Pull it out and using a tissue wipe the CD from the centre outwards. Give this a go (just this worked for my unusable CD). If it still doesn't work use a bit of metho to clean extra dirty marks. Now if it still doesn't work use a little toothpaste (really!) on any visible scratches. It has small abrasives in it which will smooth over the scratch. If that still doesn't work then the CD is stuffed, bad luck. Of course use the toothpaste at your own risk. Hope this helps!

Also I totally agree with Mark Zweck from PSM 27 in regards to crappy game endings. *Legacy Of Kain* was a little disappointing for what was otherwise a 10/10 game.

Finally, just a bit of constructive criticism: I think you guys should respond to all the letters in the feedback section. I am often interested in your opinions/answers on a few letters, after all, you are the experts.

Greg Mansill, via email

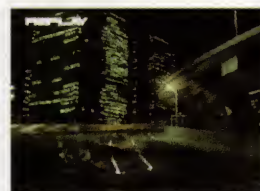
Interesting point, Greg. We'll think about it...

Missing Link

I just thought I would let you know that *Ridge Racer Type 4* does have a link option! Once you have connected two PlayStations together, an extra option appears at the bottom of the main menu. Follow the options and you can have anywhere from one to four players. I think you should let readers

know about this, as it is not mentioned in the manual (I don't know what they were thinking), and it extends the longevity of the game.

Stephen McPherson, ACT



Thanks for that, Stephen. We don't know why it's hidden, either. *Wipeout 3* is the same; you have to hold down Start when going into

the option mode to bring up an "establish link" option.

Pocketful of Trouble

What if a truckload of PocketStations was imported, then PSM could decipher the Japanese instructions for everyone that had one? Could that be possible? I know that my friends would love one.

Paul Taylor, via email

Nice idea, but the reason the PocketStation looks likely not to get released outside Japan is that they can't make enough to satisfy demand even in Japan. Sony Australia would love to bring in a couple of truckloads of them, but they're still rare. PSM couldn't find them anywhere on a recent trip to Tokyo. Here's hoping there'll be a PocketStation2 for the PS2 launch in 2000.

SHOUT

Wow. I'm just so excited about the PlayStation2. The black case looks pretty cool when standing upright and I can't wait to play *Gran Turismo 2000* and *Tekken Tag*. I think most of the early games will be updates of existing PlayStation titles, which should keep us more than happy, but once developers get a feel for the amazing power of the machine, they'll be able to produce some really innovative games. I can't wait to see what they can come up with. I know some people will grumble about the initial price, but I don't think \$700 or so is too high, I'll happily pay it. DVD movie players cost more than that and you can't play games on them. I bought a PlayStation when it first came out here, which cost me heaps and has since died. But I happily bought another one, 'cause I reckon I got my money's worth with countless hours of play. It's also great that the PlayStation2 will play all my existing games, it'll save me having to switch between the two all the time. I'm sure I'll still want to have the odd game of *Tekken 3* or *Gran Turismo*, even just for the sake of nostalgia! Cheers.

Jamie Redfern, NSW





ask nino

Sacred PlayStation master Nino brings enlightenment to the gaming faithful.

Q: I love playing *GT*. I'm wondering whether you can use a steering wheel and which is the best? Also, I have 13 games. My Mum and Dad think that I have too many games. Is this true?

Matthew Hume, Old

A: Yes, you can use a wheel with *GT*. We like the Interact V3. Tell your parents that Nino says you can never have too many games!

Q: I have noticed in the driver info section of *TOCA 2* that you can view Nigel Mansell's stats, but his car doesn't actually appear in the driving section of the game. Is there a cheat?

2. Will *Quake II* be eight-player compatible with a link cable and two Multitaps?

3. I am a huge Bowie fan! Will the music in *Demolition* be playable on a regular CD player?

Dylan, BR

A: 1. We certainly haven't heard of one. You could try the Powerline though.

2. No, *Quake II* does not support the link cable. It is four-player on the one PlayStation and TV.

3. Yes, you should be able to play the tracks on a regular player of the PlayStation's music player. The game, now called *The Nomad Soul*, has been delayed well into next year.

Q: Do you know when *Cool Boarders 3* will be going Platinum? What other games are going Platinum? And will there be a demo of *Tomorrow Never Dies* or *Mike Stewart's Pro Boarding* with your mag soon?

Peter Maccione, via email

A: *Cool Boarders 3* won't be going Platinum this year. It wasn't that long ago that *Cool 2* got the gold. Recently, *Resident Evil 2*, *MediEvil*, *Street Fighter EX Plus Alpha*, *Tenchu*, *Lucky Luke* and *Tekken 3* went Platinum. We won't be able to offer demos of either game this year, but are hopeful to have them soon.



Dream On

When Sega released its DreamCast console in America on September 9 it was met with a blinding success, with Sega making \$97 million in the first 24 hours of sale. Now this letter is not an advertisement for Sega but merely a way of identifying the competition. My point is this...

With Sony's recent announcement about the PlayStation2's details, it has left me thinking. Who remembers the ill-fated 'Sega Saturn' system? And who remembers why it failed? It failed because it was too expensive, notoriously difficult to program for, and it never really developed a large system base leading to low third-party support. I am starting to think that the PS2 is heading down the Saturn's well-travelled road. The PS2 is expensive, extremely difficult to develop games for, and with a high price tag, the average game player will look for a cheaper alternative.

Videogaming these days is all about capturing the mass market. The original PlayStation did this exceptionally well but its big brother may have an uphill battle laid out in front of it. Although the image of the new system is trendy and slick, it is a very adult looking product with many confusing



outlets and plugholes turning off the no-knowledge buyer. Apart from the very serious games player, the system is going to be way out of the average Joe's league. The sheer graphical power of the system pumps the price up considerably. But who really needs that much power?

Andrew Singh, via email

As this month's PS2 feature (page 48) attests, developers are flocking to develop on the new machine, and many report it is much easier to program than first thought. None are complaining that it's too powerful! The machine's power will enable games that have been previously unimaginable. Regarding price, the PlayStation cost \$699 when

it was launched in Australia, the PlayStation2 will cost a similar amount, and you get a DVD movie player thrown in for free! Like the PlayStation, the price will eventually fall and Sony will indeed capture the mass-market. And in the meantime for those who can't afford the PS2, developers will continue to support the PlayStation because the PS2 is backward compatible. We can't wait, and we think you're in the minority.

Bloody PlayStation

Right, first things first. Great job on the mag! Well written articles, great reviews and demo CDs as well as plenty of other stuff. Now to the main point of my letter: blood and gore in games. Whenever the words 'blood' or 'gore' are mentioned, we immediately think of games like *Resident Evil*, *Bushido Blade* and *Silent Hill*. Now don't get me wrong, these are great games, but isn't the gore just a little over the top? Take *Bushido Blade* for example. This game is supposed to be incredibly realistic but I highly doubt that in real-life, if a sword slashes someone, that every single drop of blood in their body will explode outwards six feet in front of them. And what about *Silent Hill*? Note to Konami: hitting someone

with a pipe will not result in a whole heap of blood spewing from his or her head. Losing this amount of blood in real-life would almost kill someone instantly. And then there's *Tenchu*. It's worse than *Bushido Blade*! If someone's throat is slit, or chest sliced, half their blood will not spurt out three metres in front of them. Get my point? Games don't need to have buckets of blood to be good.

Travis Spiteri, NSW

The sad fact is that many games sell simply because



of the tomato sauce content. There are a lot of sad puppies out there! Fortunately, most of the games you list are brilliant, with or without the blood, and we have a rating system to ensure our kiddies aren't exposed to excessive violence.

READER SURVEY WINNERS!

Prize Pack 1

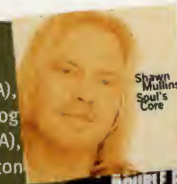
Steve Waddington (Vic), Ben Lancaster (WA), Pierce Matsen (NT), Warren Van Der Hoven (Vic), Joanne Harvy (SA), Justin Slattery (Qld), Michael Daws (Vic), Ben Hanlon (Qld), Larne Clifton (WA), Ben O'Brien (NSW), Wayne Mallog (NSW), Linda Niemi (NSW), Scott Heards (Tas), Luke Mackay (WA), Haydn Marshall (Vic), Paul Christian (WA), Sean Warhurst (NSW), Simon Mullard (NSW), Melissa Holdback (SA), Rebecca Dawson-Ryan (SA), John Hambleton (Tas), Jo-Anne Foster (Qld), Jarryd McConnell (Qld), Gareth Calman (NSW) and Mick Piscionori (SA).

Prize Pack 2

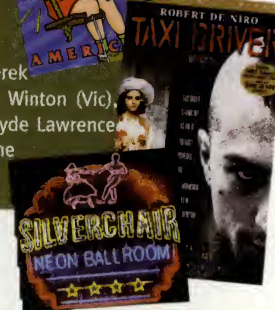
David McLeish (Qld), Damian Chilton (SA), Sean Gazzard (NSW), Liam Sharp (NSW), Darrian Burke (Vic), Joel Evans (Vic), Anthony White (Vic), Jamie Hall (SA), Selwyn Maynard (NSW), Marc Williams (NSW), Levi Hancock (SA), Rob Howieson (WA), Gavin Isbister (WA), Christopher Sullivan (Tas), Wayne Robinson (Vic), Shane Hubbard (Vic), Christopher Greaves (WA), Mark Smith (Vic), Robert O'Brien (Tas), Luke McGrath (Vic), Cain Porter (Vic), Leigh Woodward (WA), John Witcombe (Vic), Simon Patterson (Vic) and Rod Muddle (NSW).

Prize Pack 3

Jason Vardy (Qld), Paul Tay (Vic), Dennis Malzard (NSW), Darren Mercer (Vic), Marcus Burns (Tas), Derek Doherty (NT), Michael O'Keefe (Qld), Chris Spathis (NSW), Barry Pfeffer (Qld), Ben Palich (WA), David Winton (Vic), Jason Maxwell (NSW), Mark Sheerer (NSW), Michael Frosh (Vic), M. Collis (NSW), Kristie Fox (WA), Wayde Lawrence (WA), Badwi Elaro (NSW), Scott Brown (NSW), Jeff Webb (Qld), David A. George (Qld), Nathan Malone (NSW), Sean Atkinson (Vic), Chris Tottman (WA) and Peter Baker (NSW).



Shawn Mullins
Soul's Core





Buy Australian

What a load of bollocks! Of course I am referring to issue 26's feedback from 'Confused Person' about Australian made software. How on earth (or any other planet for that matter) can the packaging of a game make it inferior to the same game packaged in a bulkier case? Get a grip man! Not to mention the fact that with the new game packaging we can all use normal CD towers to store our games in now. Personally I think if we can create jobs here in Australia, why bitch and whinge about the change in size of a CD case? I'm all for the new cases! Stand up Australian gamers and let the manufacturers know what you think!

Daniel Smith, via email

Perfect 10

I was a bit surprised to see in September you gave *Wipeout 3* a 10/10 score. Surely this implies the game is perfect? What happens if another game comes along that is better? Please clarify this strange situation.

J. Hall, Vic

A 10/10 game is one that you simply must own, and an exceptional piece of entertainment. Games like *Final Fantasy VIII*, *Gran Turismo*,

Wipeout 3 and *Metal Gear Solid* are clearly in a league of their own, and deserve 10/10. Unlike other forms of entertainment, like music or films, it's a fact that the games of tomorrow are likely to be technically superior to the games of today. But that doesn't mean you should give everything 8/10 because something better is bound to come along. What's the point of not using 10/10? By saying you can't ever give a 10, you're just limiting the scale to 9 instead of 10. Stupid. That said, we think it would be good to re-mark old games so that a 9/10 given four years ago doesn't give a false impression of how good the game is now compared to new releases.

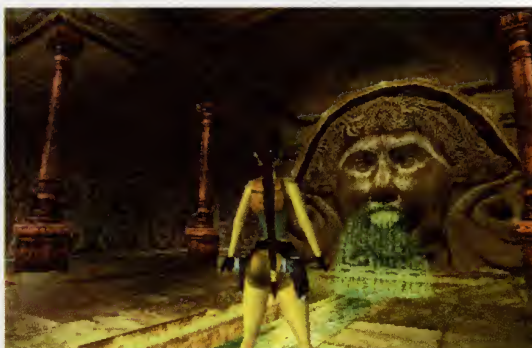


To Hell and Back

Hi, I'm writing in to say that your mag is the best. I've been buying a few other mags and they are about as good as a controller without a PlayStation. I can't be both-

ered explaining about the rest but after finding all the good and bad points in four different mags, my experiments find that your mag is the best by far. Oh, and the CD case with issue 25 is awesome.

Aaron, Tas.



Shame on you for being tempted by the dark side. Accept no substitutes!

Lara in Levi's

In regard to James' letter in issue 26, I agree with you! I'm a woman and if I didn't love the splatter-fest games I wouldn't even own a PlayStation. Guys have to understand that, indeed, when we say "more games for girls" we're not talking about games where Barbie goes shopping and must find the perfect dress by a certain time limit or else she gets one credit card taken away until there are none left and then spontaneously combusts.

We just want more intelligent heroines. I'm Lara's biggest fan, but is any intelligent Tomb Raider female meant

to believe that Lara, an intelligent woman herself having published books on her travels and survived many grueling battles, would actually be stupid enough to wear shorts in places where it snows?

Guys are like "Okay girls, we hear you. Here's Lara Croft and Red Lotus. Aren't they great heroines for you? Now, shut up!" Well, great heroines they may be, but let's not forget that Lara makes Pamela Anderson look like Calista Flockhart and how Red Lotus can fight dragons wearing a g-string outfit is beyond me. These so-called 'heroines' are actually for guys to look at! If Lara wore jeans and Red Lotus wore cargos, I think games manufacturers might be surprised at how many women would take up playing the PlayStation. Trust me, make more intelligent female characters and watch the sales go from great to outstanding to astronomical.

Susie, NSW

The last word on that debate. Next topic please...



ask nino

Q: Is Sierra converting *Half-Life*? And where's *Quake II*?

BlondetR, via email

A: There has already been talk of *Half-Life* for the PlayStation2, but it's unconfirmed at this stage. See page 68 for our *Quake II* review.

Q: I would like to know if Sony has an email address for PlayStation questions and answers about the full details of the PS2 and upcoming games.

2. I've heard that *Wu Tang: Shaolin Style* is *Thrill Hill* but has added some gore, has better graphics and has gotten rid of all the sexual content. Is this true?

3. What do you do with all of the playable and video demos from the developers? Would you consider sending them to me and not throwing them out?

4. Do you have an email address for Honami and Electronic Arts?

5. What is happening to *Messiah*?

Adrian Doherty, Tas.

A: 1. No, but you'll find all the information you need in our feature on page 48.

2. It just uses the *Thrill Hill* engine. They are different games.

3. We are unable to distribute them. They remain the property of the developers.

4. Just visit www.ea.com and www.honami.com and go from there.

5. It's been in development for countless years, but the word is that it will be released next year. But there's also PS2 rumours as well...

Q: I have *Red Alert* at home and I was wondering if you could use a link cable with just the one game. Is *Wipeout 3* link compatible? And is there a cheat for the R-grade international licence on *Gran Turismo*?

Stephen Worra-Smith, via email

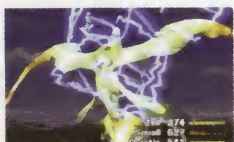
A: You need two copies of *Red Alert*. There is a link mode hidden in *Wipeout 3*. Hold down Start and any other key in the front end and you should find a new option. Sorry, mate, there's no GT cheat, but getting the licences is half the fun!



RAGE AGAINST THE MACHINE

I've been playing games for quite a while and love RPGs. It pisses me off how Enix, Square and other developers think that RPGs aren't suited to Australian gamers. *Final Fantasy VII* should have destroyed this theory because of how popular it was here. Recently I read about games like *Dragon Quest VII*, *Xenogears*, *Grandia*, *Star Ocean*, *Jade Cocoon* and many other games that are possible *Final Fantasy* beaters and there is only a very slim chance that they will be released here. How stupid are these people to pass up a market as large as Australia, New Zealand and the UK? There are very few good role-playing games on the PlayStation and seeing the games we are going to miss out on is very disappointing.

Name and address not supplied



Unfortunately because of their heavy text-content, a lot of Japanese RPGs don't see the light here because developers aren't sure whether they will sell enough copies to warrant the cost of converting them to PAL and translating text and dialogue into English. It must be a hard decision, because they want as many people as possible to enjoy their creations. Despite the success of *FF7*, most role-players just don't sell very

well in Europe, and numbers in Australia and NZ are very small. Of the games you mention, *Jade Cocoon*, *Grandia* and *Star Ocean* will definitely be released here next year, and so will Square's *Saga Frontier 2*, which is looking fabulous. PSM is also hopeful we'll see *Alundra 2*, *Vagrant Story*, *Dew Prism*, *Chrono Cross* and *Legend of Dragoon*.

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Fighting Force 2 - Playable
Destrega - Playable
Killer Loop - Playable
Kingsley's Adventure - Playable
Millennium Soldier - Playable
Championship Motocross - Playable
Gran Turismo 2 - Special Video
Jimmy White's Cueball - Special Video

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME	THE AIM OF THE GAME	HOW TO PLAY	THE PSM VERDICT
<p><i>Soul Slasher</i>, a brutal fighting game from Stuart Campbell (NSW).</p> 	<p><i>Soul Slasher</i> is a beat 'em up with a cinematic twist. All your favourite characters appear including horror-movie greats like Freddy Kruger (<i>Nightmare on Elm St</i>) and Pinhead (<i>Hellraiser</i>). There're 15 fighters in all. For his efforts, Stuart has won a copy of the frighteningly good <i>Dino Crisis</i> from Ozisoft.</p>	<p>Fight, slash, kick, kill and win! Finishing the game with different characters brings new rewards and weapons. Vs, Practice and a Team Battle are also available. Don't play this game alone.</p>	<p>We like this one. Cinema and videogames are a marriage made in heaven. Finally we can pit these characters against each other and find out who's the scariest and nastiest. Licencing this game would be an expensive affair, but would probably be worth it.</p> <p>9</p> 
<p><i>Pilot</i>, designed by Travis Alper of Queensland.</p>	<p><i>Pilot</i> is a cross between a fight-simulator, <i>Driver</i> and <i>Theme Hospital</i>. You start your career as a charter pilot of a single-engine plane. After being offered jobs and successfully completing them, you 'fly' up the ranks and eventually run an entire airline!</p>	<p>Earn money by becoming an excellent pilot when the game is in 'flight-sim' mode. That way you can get yourself a better aircraft and score yourself the bigger and more lucrative jobs. Oh, and crashing the plane usually results in death.</p>	<p>Nice little concept you've got here, Travis. With some serious design tweaking it could be quite good. Then again, something like this may just end up as a training tool for Asian airline companies!</p> <p>8</p> 
<p><i>Summernats' Street Machines</i> is Chris Waters' (ACT) rubber-burning idea.</p>	<p>A simulation of the real-life annual event that takes place in Canberra. You pick a car of your favourite make like a beastly Ford or Holden and build it up to become a true street machine ready for the big event. Oh, and you'd get to do some burn-outs in the process...</p>	<p>Make money to 'juice' up your car and visit any event on the schedule at Summernats. From there you'll get the opportunity to compete against other cars to win the coveted title of "Summernats Grand Champion".</p>	<p>This would more than likely be a big winner with rev-heads world-wide, but the rest of us would get tired of it rather quickly. Nice way of getting some 'Australiana' onto the PlayStation, though.</p> <p>6</p> 
<p><i>Deformed</i> is a mutant of a game concept. Stevie-Joel Capewell (Qld) dreamt this baby up.</p>	<p>After returning from a weekend hunting trip, you have found that your town's community has mutated into super-deformed animals. That is, those that haven't already been killed. Appropriately, you'll initially be a little freaked.</p>	<p>Your character named John is teamed with his best mate, and your job is to find out what-the-hell happened when you guys were out killing and how-in-hell can you fix this messy problem!</p>	<p>Sounds a little too much like <i>Silent Hill</i> to us. Not a bad plot (obviously), but it's a simple case of been there, done that.</p> <p>5</p> 
<p>The <i>Mating Game</i> is Ralph Kneale's (Vic) adult-oriented, hormonally charged game concept.</p>	<p>To 'copulate' your way through a demanding group of 'babes' or 'hunks' and get them 'home'...</p>	<p>Listen to your partner's requests and desires and do your best to satisfy them and make them happy! Um, at least you get a second chance with these virtual partners. Charming, really...</p>	<p>If people start resorting themselves to this type of game for enjoyment, the world will truly become a sad and sorry place. If this concept has serious appeal to you, PSM suggests getting out a little more. In fact, the <i>Mating Game</i> really makes us want to 'ralph'!</p> <p>3</p> 

it should be a game

famous last words dylan lewis > > >

After his early days on the hit music show *Recovery*, Dylan Lewis took a well-deserved break from our TV screens. Now he is back with his wicked wit hosting *10.30 Slot* every Friday night on the ABC. *PSM* got caught up in the mayhem for a chat.

Official PlayStation Magazine: Hey mate, how's the *10.30 Slot* going? It's looking pretty good...

Dylan Lewis: Thanks! It's feeling much better now than it did at the start. It's evolving... Angus and I are evolving. Oh, and we haven't been thrown off yet!

PSM: What things would you like to achieve on *10.30 Slot* that weren't possible during your *Recovery* days?

DL: More ecclesiasticism. And more words I think I made up. And more swearing.

PSM: Who's been the best guest to interview so far?

DL: The easiest has been Melissa Etheridge 'cause she's such a pro. The most revealing was Mark Lizotte and the most interesting to me has been DJ Roli Rho.

PSM: Where do you see yourself in 10 years?

DL: In mirrors still...

PSM: Okay... We hear that you're a PlayStation junkie, is it true that your loving girlfriend threatens to toss your machine out the window?

DL: No, my girlfriend's too lovely for that... She understands my needs.

PSM: How often do you get the chance to play?

DL: Life is play, and I'm a player.

PSM: Do any members of your band, Brown Hornet, play? Have you guys played one another lately?

DL: Yes, they all play but we haven't battled recently together, though.

PSM: What are they like as gamers? Who wins?

DL: They're crap. I win. I'm the kid with the most toys.

PSM: What sort of games do you prefer to play?

DL: Fighting games, like the *Tekkens*, *Star Wars* and music games like *PaRappa*, *Bust-A-Groove* and *Music*.

give us a quick review?

DL: I just bought *Music*. Um, it's a music-making program for the PlayStation. It's good and a bit limited in the choice of beats but malleable enough to fully customise. I'd like to see a second or third version.

PSM: *Music 2000* will be out soon, but anyway... Have you always played videogames?

DL: No, I'm a pinball child. My first game was a yellow *Pac-Man* game though. Very cool.

PSM: Who's the best Aussie band at the moment?

DL: Well, the cleverest is Regurgitator. Nice future for Gerling and the fattest is Brown Hornet.

PSM: Thanks Dylan, that was great!



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FEATURES

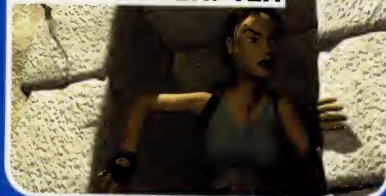
GT 2000 ON PS2



- The latest inside information on the release of PS2 all the way from Japan
- *PSM* flies to the Tokyo Game Show for the latest releases
- We talk to the creators of *Gran Turismo 2* and *FFVIII*
- *Driver* solved - Every single mission, every single map!
- Jodie Meares as Lara Croft
- *PSM* names the best shoot 'em up of all time
- 100 reasons why PS2 will be The Best Thing Ever™
- Meet Leftfield, the band behind the *Wipeout* sounds
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PREPLAY

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- Le Mans 24 Hours
- Thrasher: Skate & Destroy
- Tomb Raider: The Last Revelation
- Trick 'n Snowboarder and many more!

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FINAL FANTASY VIII



- 40 Winks
- Championship Motocross
- Crash Team Racing
- Formula 1 '99
- Final Fantasy VIII
- Fisherman's Bait
- LMA Manager
- Lego Racers
- Lucky Luke Platinum
- Mission: Impossible
- Pac-Man World
- Quake II
- Rainbow 6
- Sled Storm
- Space Invaders
- Spyro 2: Gateway To Glimmer